

**EGM**  
STRATEGY GUIDE

# DIDDY'S KONG Donkey Kong Country 2 QUEST

## GORILLA WARFARE

Learn the  
tricks and hints to  
beating the levels and  
finding the lost world!

- 1 Techniques
- 2 Special Attacks

- 3 Gangplank Galleon
- 4 Gangplank Galleon
- 5 Crystalline Cavern
- 6 Crystalline Cavern
- 7 Krew Quay
- 8 Krew Quay
- 9 Krazy Kremland
- 10 Krazy Kremland
- 11 Gateway Gulch
- 12 Gateway Gulch
- 13 K.R. Rat's Keep
- 14 K.R. Rat's Keep

## How to use the new two crew

### Diddy Kong



Diddy returns with pretty much the same skills as last time. His specialty is a cartwheel that can kill enemies. He can also use it to roll off an edge and to get a mid-air jump. Use it to find hidden areas.



### Dixie Kong



Dixie has some cool techniques. She can spin her hair to decrease the speed of her falls. On the downward levels, her "toot" is a must. It is the best way to avoid falling to your doom.



### Buddy Jammin'

There are several advantages to this technique. Use it to attain higher areas, or you can also kill certain enemies like the Karpis.



## Riding on the Wildside of Kremland



Rambi now has to charge in order to find a hidden area.

Most of the animals remained the same but now have a super attack added. Ratty is new, but his high jumps don't make up for his loose control. Squitter is what you need! With his arcing shots and the ability to make his own platforms, he's the secret find.



Now he's back with a super stab that breaks into areas.



Shift your weight to gain speed while descending.



Fire web platforms high to find coins way up in the air.



Only Rattly's super jump is of any use to find areas.



Each time you hit him, the Lava or Water resets in the second stage.

## Clapper and Glimmer

Though not rideable, these guys are strategically placed in special levels and don't appear often.



Take it slow and Glimmer will stay steady, providing a clear view.



## All in the Family

If you want a lot of comic sarcasm and some hints, hit Cranky. Actually, you should save your money for Saving. This leads to Wrinkly Kong, whose teachings are useful, but you can still learn on your own. Swanky is also useless because of the 1-Up loops on Levels 1 and 2. This is the main reason to use Funky's Fights 2.



## Where do I find that !\*#\$!&! Lost World?

To reach the secret Lost Worlds, you must collect 15 Kremlin Coins. These are collected in the secret rooms. Once you have the coins, enter the toll area and pay up. You'll then be treated to a series of super-hard levels. Good luck!



# Gangplank Galleon

## 1-1 Pirate Panic



At the first dip after you start the game there is a door that contains K. Rool's note and a 1-Up. Get that and a buddy then head back to where you started. If you throw your buddy in the air (1) there is a hidden barrel that leads to a Banana Coin. (2) Jump into the first

crack in the ship's hull. This will lead to a bonus stage. (3) If you get Rambl to this sign, he'll turn into a 2-Up that becomes a handy 1-Up loop.



Get Rambl to the sign and you'll get a 2-Up balloon—a handy 1-Up loop!

## 1-2 Mean Brute Mayhem

(1) At the beginning of the level, leap off the right edge of the platform (preferably with Dixie) where there is a tangle of ropes off to the side and a bonus stage barrel on the right. (2) When you get the cannonball, the location of the cannon is a ways to your left. Just

chuck it in and fire. (3) The most important tactic to use on the ropes is to hold down the Action button so you can speed past the Klingers.



Speed is vital on the ropes. Also, Dixie seems to work best on these.

## 1-3 Gangplank Galley

This stage is very much like the first, except larger. (1) To start off with, there is a bonus stage immediately above you on the top barrel. (2) You will now find chests. The best use for these chests is to have Diddy carry them to protect his front from Kremling attacks. Also in

these stages are hooks that are best reached by Dixie with her hair hovering. (3) At the large hull crack, float down the side to a rocket-shot barrel.



Either have Dixie float or Diddy fall along the edge to hit a rocket-shot barrel.



RAMBI



ENGUARDE



SQUIRRELS



RATTLY



KROQ

## Key To Diddy's Friends:

## 1-4 LOCKjaw's Locker



In the second water hole you will find Enguarde patiently waiting for you. Shortly after, the water will rise—if you backtrack now, you will find at least three Banana Coins and bonus bananas. (1) Don't race the water as it rises, for Floatsam will suddenly appear and you will get hit. Midway, Enguarde

may run aground. (2) Just use your charging super thrust to move forward. Finally, (3) watch when the water falls. There is probably an area that you can only get to by swimming in the water and leaping out right as the liquid begins to fall.



Watch as you ascend, Floatsam may appear.



## 1-5 TOPSAIL TROUBLE



There isn't much here that has to be explained. You start with Rattly, which is just an extra hit for you since there are hooks already dotted about. Since you have some stable footholds, (1) be sure to clonk the Klingers to clear up the ropes. This is easily

done by falling along the sides of the ropes and tagging Klinger. (2) After you reach the "No Rattly" sign there is an area behind you that you can get to if you don't touch the sign or if you have your buddy. (3) Eventually the Zingers appear, so use the Action button to maintain a good speed to leap over them.



## Battling with Kroq



In the first segment (1), Kroq will grab and drop one egg. (2) Jump on top of the bouncing egg to make it stop. (3) Pick up the egg and toss it at Kroq as he swoops down at you. He will repeat this pattern a second time, but will change for the next two.



After getting two hits in on him, (1) Kroq will slam into the nest's support and cause three eggs to fall out. The second egg will land and stay on the ground for (2) you to pick up. (3) Simply lob it at Kroq. He repeats this pattern until the fourth blow.



# Crocodile Cauldron

## 2-5 Squawks Shaft

two Krooks facing each other, you can go right at that point and get a DK coin. Also, you can fly behind most Krooks that are attacking the middle.

As soon as you get Squawks in the fifth zone, you can either fly back into the level or head up into a vertically scrolling level. Watch for

## 2-1 Hot-Head Top

As you start this stage, (1) send your partner up on the top of the entrance. There you will find a chest containing a 2-Up. Use this for a fast way of earning lives. (3) Beware of the Crooks that send you flying—Dixie can't hover from it. (3) Use Squitter to get the DK coin up high.



In addition to a 2-Up loop, you can also use Squitter to get to all the high stuff.

## 2-2 Kannon's Klam

Kannon is really nasty with that gun! For the ones firing barrels (1) you can only jump over them that is very unlike (3) the cannonballs, that can be easily ducked under. (2) After the second Kannon, you can leap off the edge and float with Dixie and get to a bonus barrel.



Look at what the Kannon's are firing. You'll dodge cannons and barrels differently.

## 2-3 Lava Lagoon

There are eight Clappers in this stage, so count them as you go and you'll know how close the exit is. (1) As soon as some Clappers are hit the lava will rise. (2) After the sixth Clapper, there is a hidden invincibility barrel. (3) Use the momentum of the rising tide to hit high places.



Once the lava flow is turned into water, you must work quickly.



RAMBI



ENGUARDE



SQUAWKS



TATTLY



DIDDY KONG

## Key To Diddy's Friends:

## 2-1 Red Hot Ride



This is one level that you should practice before just mindlessly flying into the fray. (1) In the first half of the level, you can get Rambi. Be sure to hold onto him, because he will automatically kill any enemy that he encounters. (2)

Another factoid that will

definitely help is that the balloon does not pop or receive any damage when it touches an enemy, so if it does look like a tight squeeze, think again. (3) One of the best characters for this stage oddly enough is Diddy Kong. There are several barrels, and he can hold one in front of him to protect himself from attacks to his front!



Rambi automatically kills enemies you glide into.



## 2-3 Squawks' Shelf



Despite its name, only the last portion has anything to do with Squawks. In the first section, there are Banana Coins hidden off the edges. (2) The only way to safely reach them is to throw a buddy at them so that he/she will boomerang safely back. (3) There are also turning barrels

in here that you must protect yourself from. Do this by carefully watching and hitting the button right as you are pointing to the desired location. (1) The last secret is that as soon as you get Squawks, backtrack to the earlier parts of the level. Now you can reach places that you never saw before. (Including a Kremling Coin bonus stage!)



## Enter the Kleeover



When Kleeover rises, (1) dodge the three fireballs that it fires. Soon, a cannonball will fall on the ground, so (2) grab the ball and smack Kleeover with it. Then (3) a hook will drop, allowing you to cross to the other side. Repeat this pattern twice.



After the third blow, Kleeover will take to the air. Its first attack is to fly right at you so (1) jump over it. (2) Hooks will descend, so get to the other side. (3) Smack him with the cannonball. Repeat (2) and again (3) two more times until the bugger is finished.



# Krum Quay

## 3-1 Barrel Bayou



This area scrolls simply from the left to the right, never varying its course by any massive degree. (1) When you see these coats, just wait a few seconds. Some will throw out gifts then leave. (2) These barrels are timed. First there are five, but as you progress later into the

stage, it will change to a limit of three. (3) In order to survive this, simply pull a hard right when you are fired out of the auto firing barrel.



These patterns of barrels are common in the bayou. Pull right and you're fine.

## 3-2 Glimmer's Galleon

This is one of the few places where this crazy fish is used. First (1), the Puffas now have a fun new ability—they blow apart into four flying spines that are either in a cross or in an X pattern (just stay between them). (2) The Shuri now lock-in and fly right at you! No

need to fear...as long as you are in constant motion, they'll zip right past. (3) Check these walls! You can go right through some of them!



Near the beginning, you can go through this wall and get this coin!

## 3-3 Rockhead Rlanber



Again, another standard left-right scroller, but timing is the key! (1) The new nemesis Cutlass shows up. Just wait until his swords get stuck in the ground. He will then be helpless. (2) After reaching the midpoint, you must activate these Gator barrels for the crocs to show

themselves. Each time these are touched, they reset. (3) Best tactic: Use Dixie! Her hover is invaluable here due to the many instant kill-you tails!



Dixie is at her best here! Hover from reed to reed and this level will be easy.



RAMBO



ENGARDE



SNAKE



RATTLY



SLEDGEHAMMER

## Key To Diddy's Friends

## 3-4 Rattle Battle

This stage can truly be an odd experience. (1) Above the entrance is a Kamek coin bonus stage. (2) One of the hardest abilities is to jump on Kannon's barrels. You will need to use this to beat the level. (3) Any time you see an opening like this, there's a secret underneath it.



There are quite a lot of bonus areas for Rattly, but first learn to use him.

## 3-5 Slime Climb

First, there's no way to kill the hunting Lookjaw. (1) Your best method to beat the rising slime is to hold your Action button and climb fast! (2) Right after the continue marker, kill the Kannon and get the Invincibility so you can (3) swim below to find the bonus stage.



Speed is needed on the ropes, and keep a watch for the Kannon that's guarding the Invincibility Barrel.

## 3-6 Bramble Blast

The best thing to have here is a lot of patience. (1) Simply follow the trail of bananas and it should be no sweat. The key here is to take it slow and figure out via process of elimination which barrels shoot where. Also, try to stay close to the edge for some secret areas.



You simply have to take this one slow, or you'll be frustrated.

## To Kill a Rutless



Kutlass starts his assault by jumping on and off the screen three times before laying down a TNT bomb. (1) Run under him when he's descending. (2) Jump away when he lands—repeat two more times. (3) Grab the TNT and run until he lands then strike!



After three blows, he will begin making short hops after you. Execute the same pattern as above and you should be okay. **NOTE:** If Kutlass gets too close while you're holding the TNT, he will swing and knock it out of your hands. So be sure to strike from afar or you'll be sorry!



# Krazy Kremland

## 4-1 Hornet Hole

This hive is absolutely filled with different types of passages. (1) Should you look high when you start, notice a hook. Throw your partner up there and scale the walls of honey that lead to two bonus stages! (2) Dixie is a superb choice for navigating through the honey floors

and walls because of her precise hover landings. (3) The easiest way to scale walls is to sharply jump away, then pull back.



If there are two walls coated with honey, hop between them with ease.

## 4-2 Target Terror

In this odd racecourse, (1) leap over the barrels that Kreming guards toss back at you. (2) Right after the first Red X Barrel, leap up and you should slap yourself into a bonus stage barrel. (3) These stages are always a pain...you will need to learn most of them by

process of elimination, but to help you out, here's the order of Green and Red Barrels:

G, G, G, R, G, R,  
G, G, G, R, G, G, G, R



Look to the list to know which barrels to avoid and which ones to get!

## 4-3 Bramble Scramble

This stage is one of the mandatory "Fly with Squawks" versions. (1) Look at the ground as you fly past...certain gaps in the bramble will be covered by Zingers. The first isn't far from where you get Squawks. (2) After getting to the half-way marker, there will be a lot

of rope climbing. So in the same vein as its kin, hold down that button for speed! (3) Squawks can be sped up or slowed down as needed!



You can press Down to increase your drop speed to bypass enemies.

## Key To Diddy's Friends:



Dodge



Engarde



Squawks



Rattly



Zinger

## 4-4 Pickety Race

(1) Before you enter the race, you can send your buddy up the wooden platforms on the far left. You can then climb and leap off the top to the right to hit a bonus area. (2) Leap atop the first three "Cars" to take them out. For the rest, just pass them on downward slopes.



Kill the first few cars, then pass the rest.

## 4-5 Mudhole Molech

This level is pretty straightforward like most of the others. (1) The latest addition of the Cat o' Nine Tails can only be killed when he collapses after a good spin. (2) Once again, Dixie prevails with her hair, letting you bypass many pitfalls. (3) With many chests, Diddy can cover his front.



## Queen with King Zing



You fight King Zinger as Squawks. (1) Move under him and face the direction he is moving toward. (2) Once he passes, move up and nail him in the stinger. After two hits, (3) he will fire out three bursts of spikes. Move between them.



After six consecutive hits, Zinger will turn into a central small Zinger with three drones. Each drone will take one hit, so that isn't a problem. Once alone, Zinger will zip at you...all you need to do is hit him twice. The first hit stuns him, so it is easy to back away.



## 4-6 Ramblin' Rumble

Ramblin' Rumble has the same characteristics as Hornet Hole. Naturally (1) Dixie's hover helps, as does every other technique used in that level. When you come (2) to the last section, don't be afraid to leap on attacking Zingers. You will automatically kill them while bouncing off.



Apart from Ramblin', the rest is just like 4-1.

# Gloomy Gulch

## 3-1 Ghostly Grove

If you are familiar with the mechanics of the other marsh-like stages, this one is a breeze. The only difference here is that (3) there are ghost ropes hanging about. The key to these pups is to watch for the eyes, then leap on them as soon as they appear. This gives you an

ample amount of time to figure out where else to head toward.



Watch the eyes of the ghost ropes. Once they begin to flash, don't go near them.

## 3-2 Haunted Hall

Being pursued by a big ghostly lizard is not really fun. (1) Keep an eye out for these time extenders that will prevent the creature from materializing. (2) Obviously, this reduces your time. (3) For good increases in speed, ride the downward slopes rather than jump.

Wave 1: 9 Plus Barrels  
Wave 2: 7 minus barrels  
Final Wave: \*  
(+,-)(+,-)(+,-)(+,-)(+,-)(+,-)(+,-)  
(+,-)(+,-)  
(-)=Grouped together.



The first two waves are not hard...the final wave is where it is all mixed up!

## 3-3 Gusty Glade

Despite having an ominous wind blowing you about, it is a bit of a consolation that the breeze works mostly in your favor and at the right moments. The time that you will have difficulty with the wind is (1) hopping from barrel to barrel...just time it with the blowing leaves.

(2) The wind also picks up right at the edges. Don't be in a hurry or you'll go over! (3) When here, leap off and hover with Dixie in the wind to get really far!



Use Dixie's hover ability here to fly through most of the level quickly!



## Key To Diddy's Friends



ENLARGE



SQUAWKS



RATTY



NIGHT OF THE KROW

### 3-4 Popping Chute Pops

This is said to be one of the hardest stages in the game, however there are several ways to navigate it and lots of rooms to find. (2) Right after the first Squawks, there is a bonus stage below him. (1) First rule: Unlike the hot air balloons, if the blue Squawks touches an enemy, it counts as a hit. To combat this very effectively. (3) pass up



With Squawks, your size of collision is doubled.

Squawks and float down with Dixie instead. This reduces your collision area as well as giving you plenty of maneuverability speed!



### 3-5 Web Woods

Thank goodness for web-shooting abilities! The first part of this stage is pretty easy, with no real secrets. When you get to where you play as Squitter, this is where the treat really begins. (1) Your shots can arc upward by



pressing Up (not in the manual, eh?) Use this to hit enemies safely from ground position. (2) At any given high position, use your platform-web ability to simply crawl along the skyline to get to the next section. You will even find a few coins and a DK coin if you are careful where you are heading.



## Night of the Krow



The buzzard is back. (1) Four small buzzards will swoop at you. Simply stand in the middle and either jump on or over them. (2) However, you must hit the one that is not translucent. It will release a barrel that (3) you must pick up and hit Krow with.



Next, hooks will descend and you must climb up them and up ropes. While on the ropes, eggs will come at you from all directions. Once you reach the barrel, it will fire you to the next point, where the pattern repeats. Do this three times and Krow will be toast.



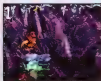
# K. ROOL's Keep

## So you *definitely* survived this long

So you think you're pretty good, do ya? Well guess what! After 5-3, it's all up to you! No level previews, and definitely no hints on the Big K. Rool himself. So go to it monkey boy!

### 6-1 Clapper's Cavern

Clapper is once again present in these crystalline caves. (3) When Clapper turns the water to ice you have to slide under some enemies. That is if you are Diddy.



Dixie on the other hand is such a munchkin that she runs right under the buggers! (2) Right after you get to the half-way marker, there is a side room that contains a

Banana Coin. On the right wall is a secret room that Enguarde can get to. (1) See that teeny banana that only two people can get? Well, it makes you invincible!



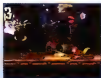
After the half-way marker is a bonus room.

### 6-2 Windy Wet!

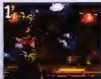
Mayhem is sure to follow with the headache-inducing upcurrents. (1) However, you are not totally out of control when caught in the current. Besides the

obvious movements to your sides, shift your weight up and down for heavier and faster dips. (2) Krooks are a big pain but are easily defeated by a buddy

attack or by floating close to the Krooks when they send out their hook. (3) Avoid 1-Up balloons like you would yellow snow! They usually lead to air traps.



Krooks are beaten by either a buddy attack or by floating close.



## K9, T9 Diddy's Friends



K9



T9



Diddy's Friends



K9



T9

LANGUAGE

SWANKS

EATLY

## 3-3 Castle Crash



To the right is a map of the first part of this level—the rest is all up to you. You should be aware of the following things:

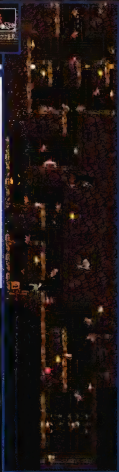
(1) All barrels and crates are pulled along by the rising floor (unless stopped by a ceiling). (2) It is very important for you to get Rambo behind the first Outlaw.

because his Auto Horn Attack will be a life-saver when enemies start dropping out of holes in the walls! (3) When encountering a group of enemies, do a Spin Attack to not only kill, but to get you to safety fast!



## Saved by Swanky!

Unfortunately, you will have to beat a few more levels before you get the opportunity to save or get ahold of Funky's Flights 2. However, after the Windy Well has been conquered Swanky appears, giving you an extra source of lives!



# EGM

STRATEGY GUIDE





**GEX  
FOR  
PSX!**



Revolution X



Toshinden Remix



Sega Rally



Ultimate Doom

NUMBER  
**77**

YOUR GUIDE TO:  
Super NES • Genesis  
32x • Sega CD • 3DO  
Saturn • PlayStation  
 Jaguar • CDi • Neo-Geo  
Game Boy • Game Gear

# ELECTRONIC GAMING MONTHLY



**FIRST LOOK ON  
THE PLAYSTATION**

**INSIDER INFO!  
ULTRA 64**

DECEMBER, 1995  
\$4.99/\$6.50 Canada



Display until January 9, 1996

**MK3 TRICKS!**  
ULTIMATE KOMBAT KODE AND  
MORE FOR ALL HOME SYSTEMS!

# ALIEN TRILOGY

**NOW SWARMING ON  
THE 32-BIT SYSTEMS**

©1995 Sony PlayStation® is a registered trademark of Sony Computer Entertainment of Japan.  
PlayStation and the PSX logo are registered trademarks of Sony Computer Entertainment Inc.



© 1995 Nintendo of America Inc.™ and ® are trademarks of Nintendo of America Inc.



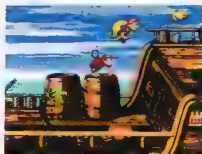
## Diddy's back and better than ever.

Fasten your seat belt.

This **monkey's** coming full throttle. Donkey




Torrential rain, bloodthirsty pirates, and now your ship is sinking...have a nice day.



Dixie twirls her ponytail to fly chopper style—talk about a buzz cut!

Kong Country 2™: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With

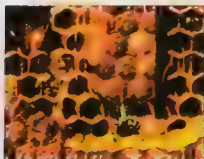
**ACM graphics**, 32 megs and so many **new levels**, it even outperforms last year's

model. But don't take our  word for it. Let Diddy take you once around the park—sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)

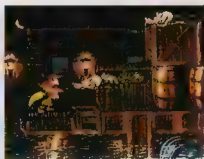


# Guess who's back in town.

Or take his new pal Dixie for a spin—literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It ain't pretty.)



Look alive! There's more hidden stuff than ever.



Now there are smarter Kremlings out to slap your monkey around. Ouch!

Only for  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



AOL @ keyword: NOA  
www.nintendo.com



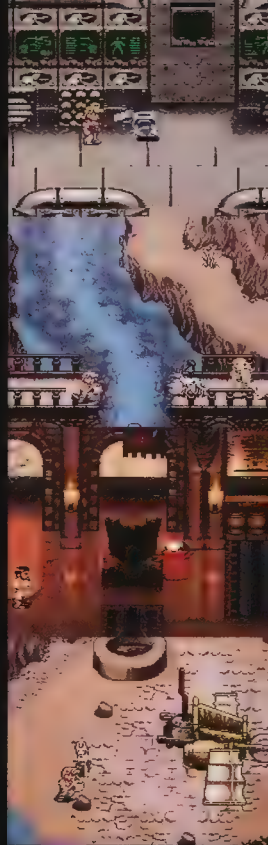


24 megs. With rendered graphics. Battery backup. A hero and his shape-changing dog. Ancient civilizations, prehistoric jungles, medieval kingdoms, futuristic cities. All on one strange planet. Discover the Secret of Evermore. And remember to put on your game face, 'cause this one ain't going to be pretty.

**THE FORCE OF EVIL**  
**THE FORCE OF GOOD HAS**



HAS AN UGLY FACE.  
AN EVEN UGLIER ONE.



SECRET of EVERMORE

24 HRS  
ADVENTURE



DESIGNED BY  
SQUARE SOFT

SUPER NINTENDO  
ENTERTAINMENT SYSTEM

# ELECTRONIC GAMING MONTHLY

December, 1995

Number 8.12

**publisher:**  
**editorial director:**  
**editor in chief:**  
**senior editor:**  
**associate editors:**

Steve Harris  
Joe Funk  
Ed Semrad  
Danyon Carpenter  
Andrew Baran  
Mark LeFebvre  
Mike Desmond  
Scott Parus

**third-party liaison:**  
**news editor:**  
**assistant news editor:**  
**art directors:**

John Stockhausen  
Todd Mowatt  
Nelson Taruc  
Michael Stassus  
Jason Himman

**layout and design:**

Paul Ojeda  
Tim Davis  
Ken Batzlik

**assistant editors:**

Howard Grossman  
Sushi-X • Mike Vallas  
Terry Minnich • Al Mannel  
Dinda Perez • John Curka  
Jason Streetz • Mark Hain  
Dave Malec • Dave Ruchala  
Carey Wise • Scott Augustyn  
Ron Marciniak

**managing copy editor:**  
**copy editors:**

Jennifer Whitesides  
Gayle Schneider  
Jo-El M. Damen  
Jennifer McGeary

**foreign correspondents:**

Stuart Levy  
David Rider

**president:**  
**executive vice president:**  
**vp/general counsel:**  
**vp/finance:**  
**editorial director:**  
**director of operations:**  
**promotions coordinator:**  
**publicity manager:**  
**circulation director:**  
**circulation manager:**  
**contract publishing manager:**  
**production coordinator:**  
**production manager:**  
**advertising coordinator:**

Steve Harris  
Mike Riley  
Mark Kaminsky  
Lambert Smith  
Joe Funk  
Marc Camron  
Kim Schmidt  
Kate Rogers  
Val Russell  
Jack Copley  
Ken Williams  
John Born  
Dave McCracken  
Mike Barling

**customer service (MO TIPS!):** 708-268-2488  
**advertising:** ECG, Inc.  
**inquiries:** 20700 Ventura Blvd., Suite 205  
**contact:** Woodland Hills, CA 91384  
818-712-9400

**national ad director:**  
**national ad manager:**  
**account executive:**  
**ad coordinator:**  
**new york office:**  
**account executive:**

Jeffrey Eisenberg  
Jon Yoffie  
Karen Landien  
Suzanne Farrell  
(212) 984-0730  
Michelle Citrin

ELECTRONIC GAMING MONTHLY (ISSN 1059-9100) is published monthly by The Science Publishing Group, Inc., 1050 Highland Avenue, Suite 222, Lombard, Illinois 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: \$29.95. Canada and Mexico: \$40.00, and all other: \$100.00. Single issue price: \$4.99. POSTMASTER: For subscription changes, change of address, write to: Electronic Gaming Monthly, P.O. Box 724, Red Oak, IA 51554-0724. The editors and the publisher accept no responsibility for return of unsolicited material. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means electronic, mechanical, photocopying, recording, or otherwise, without the prior written notice of Science Publishing Group. Copyright © 1995. Science Publishing Group, Inc. All rights reserved. TM and ® for all products and the characters contained therein are owned by the respective owners and copyright holders. All materials listed in the magazine are subject to immediate change and the publisher assumes no responsibility for such changes.

Printed in the USA.



Audit Bureau of Circulations

ECG and Science Publishing Group are trademarks of Science Publishing Group, Inc.

# NINTENDO LOOSENS UP SECURITY...

by Ed Semrad, Editor in Chief

In a surprise move Nintendo of Japan has opened up their doors to their *ultra* top-secret 64-Bit video game system. Not a lot mind you, but just a crack. However, our Japanese correspondent is quick and he was able to sneak in and out before the door slammed shut...not to be opened again until Nov. 24, which is the big day when the

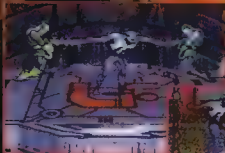
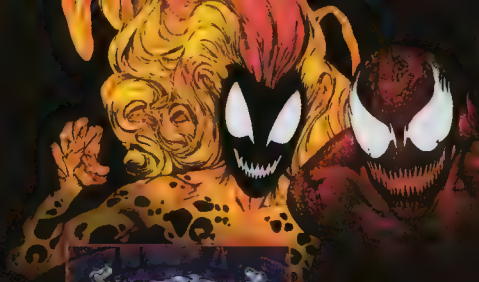


## NINTENDO 64 IS UNVEILED.

Nintendo 64? Yes, at least that's what Nintendo will call its new system in Japan. One rumor has it (and there are plenty of them floating around) that Nintendo couldn't call it the Ultra 64 because the trademark was already taken for the Asian market, or, it could be that Nintendo just wanted to call their system something different—like the Super Famicom vs. Super NES names for their 16-Bit systems. Take your pick, or **MAKE UP YOUR OWN RUMOR** and start circulating it on the Net...

What our correspondent found in Japan was a *real* picture of a production Nintendo 64 controller. Yeah, there has been one floating around for some time now but that was just a sketch by one of the Japanese magazines. Don't miss our **SPECIAL COVERAGE** on this and the new Nintendo 64 modem network in our Press Start section. The other news was the fact that Nintendo really must have things moving along because the new photo of the Japanese system is exactly the same as the one of the U.S. Ultra 64 released way back in May at E3. There is no news, however, as to when the system will actually come out either in Japan or here. Why? **MORE NINTENDO SECRECY.** It seems that they are really

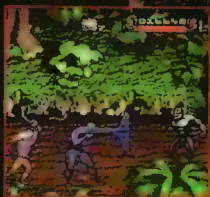
clamping down on the Dream Team to not release *any* screen shots of the games being worked on. You can see this in the interview with Steve Race where he wouldn't even call it the Ultra 64 and also because they show nothing but the Title screen of Spectrum HoloByte's Ultra 64 Top Gun game. Of course one month from now we'll all know what is really happening. Don't miss our **EXCLUSIVE ULTRA 64 COVERAGE** in our January issue.



**SMASHING TWO HEADS  
IS BETTER THAN ONE!**



**THE JURY BELIEVES IN  
CAPITAL PUNISHMENT!**



**THE VERDICT IS NO MERCY!**

**WEB OF CONFUSION!**



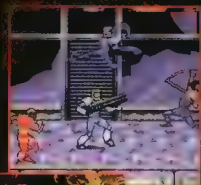
**NO SYMPATHY  
FOR THE SYMBIOTE!**

# PARTING IS SUCH SWEET SORROW.



Venom Spider-Man

## SEPARATION ANXIETY



**FIVE  
TIMES  
THE  
CARNAGE!**



**VENOM® AND SPIDER-MAN®  
BURY THE DIGGERS!**



Venom® has been violently split from his living costume, spawning five deadly alien Symbiotes. In fierce two-player action, Venom joins forces with arch-enemy, Spider-Man®, to face the new strain of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and awesome allies like Ghost Rider and Daredevil, Venom's out to part his Symbiote offspring from their newfound life!

**SUPER NES®**

**GENESIS™**



VENOM®, SPIDER-MAN® and all other Marvel characters and descriptive phrases are trademarks of Marvel Entertainment Group, Inc. and are used with permission. © 1995 Marvel Entertainment Group, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © 1995 Nintendo of America Inc. Sega, Genesis and 32X are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Aclclaim is a registered trademark of Aclclaim Entertainment, Inc. © 1995 Aclclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the Japanese version of the videotape.

**Aclclaim™**  
ENTERTAINMENT INC.



For strength, speed, and that  
healthy reptilian glow.



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc.™. The 3DO logo and Interactive Multiplay are trademarks of the 3DO Company. HBO is a registered service mark of Time Warner Entertainment Company, L.P.

# GEX

Get ready for one serious  
Sea-Food Cocktail.

It's GEX, your bug-munching,  
tongue-lashing alter-ego. Oh yeah, we got  
Hungry-Man portions of pop-culture  
cheese all right. With late night TV freaks  
like Camera and Flatulence Man. But  
it's our special sauce—over 300 hilarious  
one-liners and sound effects from HBO  
comedian Dana Gould—that give  
GEX major attitude.

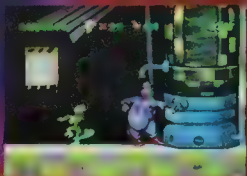
So forget about  
good taste. And go  
with the skanky  
bug du jour  
instead.



CRYSTAL  
DYNAMICS



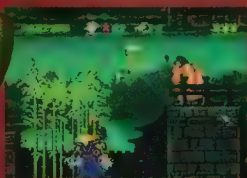
Enjoy over 400 your horizontal bugs, 400 frames of GEX  
action, CD quality sound and hand-rendered backgrounds.



Control your character with the intuitive joystick and  
button. The fun and crystal assets require no charge.



Enjoy over 400 your horizontal bugs, 400 frames of GEX  
action, CD quality sound and hand-rendered backgrounds.



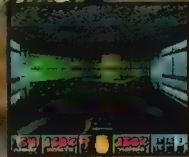
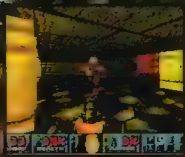
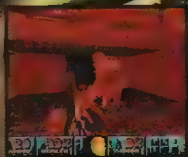
Editor's Choice Gold Award  
Character of the Year

NEW

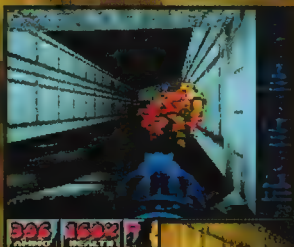
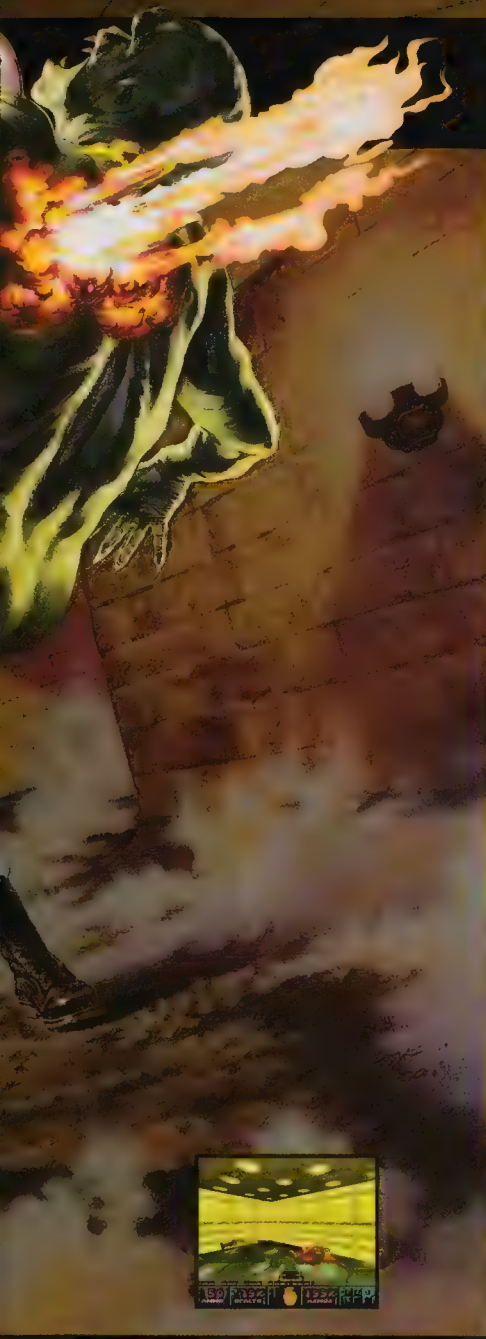
Sega Saturn™  
and the  
PlayStation™

PlayStation



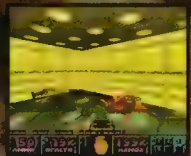


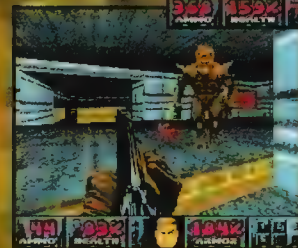
# ELECTRONIC GAMING MONTHLY



See the latest info on this killer fighting game for the PlayStation on pages 118-119.

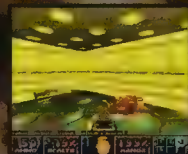
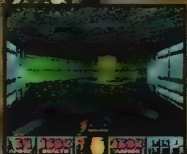
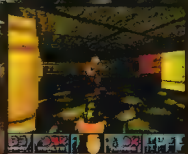
# DOOM





See the latest info on this killer fighting game for the PlayStation on pages 118-119.

**DOOM**



# Cover Story









*Alien Trilogy will soon be exploding on the PSX. Inside is out-of-this-world coverage on this mega-thriller!*  
STORY BEGINS ON PAGE 126!

# CONTENTS

## GAME DIRECTORY

<b>INSERT COIN</b>	6
<b>PRESS START</b>	18-28
<b>CONTEST</b>	34, 236-37, 247
<b>GAMING GOSSIP</b>	32
<b>REVIEW CREW</b>	40-52
<b>TRICKS OF THE TRADE</b>	58-70
<b>SPECIAL FEATURES</b>	76-85
<b>NEXT WAVE</b>	90-182
<b>NEXT WAVE PROTOS</b>	186-207
<b>TEAM EGM</b>	212-232
<b>INTERFACE:</b>	
<b>LETTERS TO THE EDITOR</b>	238-244
<b>ADVERTISING INDEX</b>	250

## FACT FILES

 <b>SUPER NES</b>	90	 <b>3DO</b>	146
Romp through a watery playground in <i>Waterworld</i> .		Join forces with dinosaurs in <i>Lost Eden</i> .	
 <b>GENESIS</b>	98	 <b>Jaguar</b>	168
Join the Gargoyles in their quest for justice!		There can be only one... and it has to be you!	
 <b>Saturn</b>	106	 <b>Neo-Geo</b>	172
The polygon fighters are back with VF2.		Check out the latest fighter for the Neo-Geo!	
 <b>PlayStation</b>	118	 <b>GAME GEAR</b>	180
You are Doom-ed if you don't pick up this game.		Find the map pieces with <i>Cutthroat Island</i> .	



# 77 NUMBER

# WIN BIG!

## YOU WANT THE GOODS? ENTER THESE GREAT CONTESTS...

Check out the contests from Crystal Dynamics, EA and Nintendo! Wanna be greedy?

## SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS

# REAR VIEW



18

## IT'S FUN TO ACCESSORIZE FOR THE ULTRA 64!

The Ultra 64 is going strong in Japan! However, with the release of this much-anticipated system, new developments surrounding the system will start to pop up. The Ultra 64 Modem, highlighted in this issue's Press Start section, is one of them. Square of Japan, Nintendo and a software developer (Just System Corporation) plan to develop an Ultra 64 add-on that gives the system network capabilities similar to a computer modem. Also, the group will develop titles that can be played on the network!

"Officials envision that the Ultra 64 add-on could pave the way for an interactive network that might go online by the end of '96."

## GETTING DOWN AND DIRTY WITH THE MAKERS OF THE MK SERIES

In this issue, **EGM** crawls into the MK creators' heads to find out all of their deepest secrets. Well, at least some interesting answers to those questions and rumors floating around the gaming scene! Find out what John Tobias and Ed Boon had to say on MK merchandise, Ultimate Mortal Kombat 3, character additions (and subtractions) and Mortal Kombat 4! As well, we ask the dastardly question: "Why are there so many color palette swaps instead of original characters?"

"If we didn't make MK3, then MK wouldn't be in the public as much, and the movie wouldn't have been that big..."



76



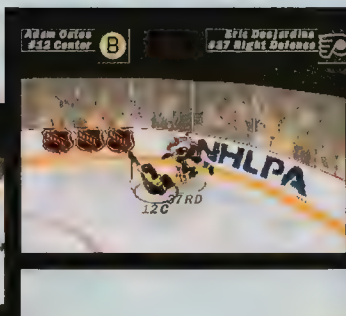
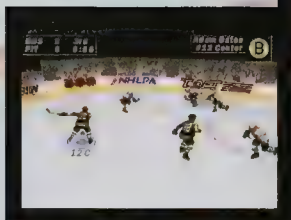
84

## EGM VISITS JAPAN TO CHECK OUT THE PSX VERSION OF SF: ALPHA!

What we won't do for our readers! Our editors traveled to Japan in order to get the scoop on Street Fighter: Alpha for the PlayStation. Take a look at the exclusive pictures of the game that claims to be better than the arcade. All the cool moves, awesome combos and tricks are exactly like the quarter-muncher! Also, the idea of the game is to neatly tie up some story loopholes in the Street Fighter universe before the future release of SF3! Could this much-anticipated release be on its way soon?

"[PlayStation version's] music and sound are possibly better than the arcade because of its CD quality."

PlayStation.



You know that dream you've always had of playing professional



To find out more about PlayStation, check out our WebSite address at <http://www.sony.com>. For time limits call 1 800 433 5091 (7669). The charge is \$0.05 per minute. Callers under the age of 18 must get parental and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. (SCE) and the PlayStation logo is a registered trademark of Sony Computer Entertainment Inc. (SCE). NHLPA is a registered trademark of the National Hockey League. All rights reserved. Officially Licensed Product of the National Hockey League Players Association. ©1995 NHLPA. TM and ® designate not be reproduced without the prior written consent of NHL Enterprises, Inc. ©1995 NHL. Officially Licensed Product of the National Hockey League. NHL is a registered trademark and Face Off is a trademark of the NHL.



sports? Well, it's not a dream anymore. It's a nightmare.

If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL<sup>®</sup> FACE OFF<sup>™</sup> and you're on the field with NFL GAMEDAY<sup>™</sup>. The Sony<sup>®</sup> PlayStation's super-fast 360° graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

SONY



U R NOT

permission to call. Touchtone phone is required. Available 24 hours a day/7 days a week, U.S. only. Sony is a registered trademark of Sony Corporation. PlayStation is a registered trademark of Sony Computer Entertainment Inc. All NHL and team logos and other marks depicted are the property of the NHL and the respective teams and are used under license. All NFL and team logos and other marks depicted are the property of the NFL and the respective teams and are used under license. ©1995 Sony Interactive Entertainment Inc. Call 1-800-771-3772 for information on Game Ratings.



IN TODAY'S WAR BE  
IT APPEARS ONE SIDE HAS



POWERED BY  
**namco**



Tekken. More brutality for your buck.



Gran Turismo Sport is a trademark of Polyphony Digital Inc.

Tekken is a trademark of Namco Bandai Inc.

TWEEN 32-BIT SYSTEMS,  
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT  
WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.



PRESS  
START

## ULTRA 64

Stay tuned: A new venture may

**N**ow that Nintendo's Ultra 64 has finally seen the light of day in Japan, more light is being shed on developments surrounding the system.

Most intriguing is a powerhouse alliance in the works among RPG game maker Square of Japan, Nintendo and software developer Just System Corp. Together, the companies plan to develop an Ultra 64 add-on that gives the system network capability, much like a computer modem, according to a SquareSoft official.

"It's basically a new or original way of creating a service where you can dial via modem or whatever into a central area where you can link up to other Ultra 64s," said

Marketing Director Ted Woolsey. "It will use the



Ultra more or less like a personal computer interface. You'll have a command menu on the screen and choose operations on the screen."

According to Nintendo of Japan's Yasuhiro Minagawa, "the new venture hasn't narrowed down" its future plans, but networking is one of the ideas being tossed about. However, he added the venture will "explore a variety of software for bulky disk media." Minagawa did not comment on whether the "bulky disk media" had any connection to a rumored peripheral that would play Ultra 64 games under a new disk-like format.

The network project is only in the conceptual stages, but officials envision that the Ultra 64 add-on could pave the way for an interactive network that might go

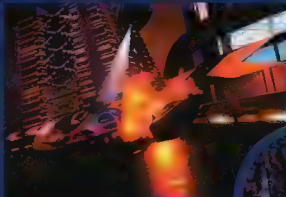


Woolsey. "It will use the

**R**ipping a page out of Nintendo's marketing book, 3DO is staying tight-lipped over details surrounding the 64-Bit add-on system.

All we can say is that we have 10 M2 projects under way in our studio," said 3DO spokesperson Tuesday Uhland. 3DO is taking the slow and cautious route with announcements, particularly regarding titles in development and release dates—an apparent effort to overhype expectations.

Despite the lack of details, Toby Farrand, senior vice president of hardware engineering and operations,



describes the M2 as "blazing some new trails" because of its architecture, which includes aspects not found in 32-bit machines.

Unified memory architecture instead

of dedicated memory segments, the M2's RAM can hold varying amounts of data as the game progresses.

• Floating point math. With it, the M2 reduces pop-up and pixelization, which are two problems with some 32-bit games.

These innovations may well set the trend for future generation systems, and 3DO hopes to lead the pack. "We see ourselves in a technology war," Farrand said. "The people who will survive will be able to move from technology to technology."



# So what's going on with the M2?

# NETWORK?

## revolutionize multiplayer gaming

online by the end of 1996.

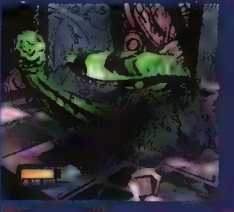
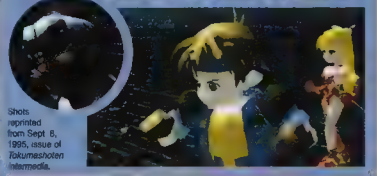
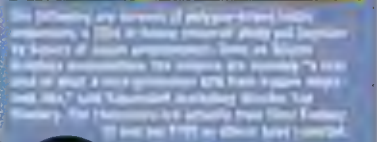
The partnership will also develop Ultra 64 titles that can be played on the network, and may eventually be expanded to include home shopping and banking services, Woolsey said. Details "still need to be fleshed out," he added.



Those details include how the data transfer will be handled. On that front, project leaders will probably look into technology employed in the Satellaview, an experimental peripheral in Japan that links Super Famicom systems to a satellite broadcast network.

It's unclear at this point how this venture will affect other game networks, notably XBAND. Catapult reportedly was in the process of developing an Ultra 64 XBAND, but Minagawa said it was "too premature" to discuss the venture's influence toward XBAND.

Catapult officials had no comment.



PRESS START

Aspiring game creators, take note: The **University of North Texas** is offering a college-level course in designing computer games. The course is possibly the "only one of its kind in the nation," said Ian Parberry, UNT computer science professor. The class, in which students work in a lab on real-life projects, was created in response to the phenomenal growth of the computer game industry. Those seeking more information on the course at UNT should call (817) 565-2108.

Bruce L. Stein has been named the new president and chief executive officer of **Sony Interactive Entertainment**. Previously, Stein acted as a consultant to **DreamWorks SKG** and president of **Kenner Products**. Sony Interactive's acting President, Martin Homish, assumes the role of president of **Sony Computer Entertainment of America**, taking over from one of several groups under the Sony Interactive Entertainment umbrella.

T  
O  
P  
S  
E  
C  
T  
O  
R

**How games are sent through cable TV:**

1. All the game data is placed on CD-ROM. The data stream is looped and sent out. Because the data takes up little bandwidth, cable companies can provide Sega Channel without removing any current channels.

2. The data signal is sent out via antenna to a Hughes Galaxy Communications satellite, which bounces the signal back to local cable companies that offer Sega Channel.

3. The local cable company receives, interprets and sends the signal to subscribers.

4. A special adapter rented out to subscribers decodes the signal. A game can be downloaded within one to two minutes.

**By the numbers:**

Average subscriber age: 19.2  
Gender: 83% male, 17% female  
Percent rating games from good to excellent: 74%  
Avg. games tried/month: 31.2

July 1995 statistics from Sega Channel

**Sega Channel puts new spin on gamers' habits**

**W**hy buy when you can try?

That's what Sega's been saying about the Sega Channel, and gamers have been listening.

Since its national debut in December of 1994, the video game channel has gained mass appeal. While Sega won't release exact subscriber numbers until the end of this month, the service has set up shop in major cities, such as Denver, Pittsburgh, St. Louis, Philadelphia, Houston and Washington, D.C., just to name a few. The New York-based Sega Channel has the potential to reach more than 12 million homes.

In addition, a survey in *Sports Illustrated* for Kids showed kids are five times more likely to buy into the Sega Channel than buy a new console, Sega officials said.

"There's been an overwhelming response to the Sega Channel," spokesperson Jennifer Moffie said. "It's been very successful."

In a nutshell, Sega Channel lets gamers download and play video games for the Sega Genesis. Up to 50 games are offered, and the

titles change monthly. The monthly service ranges from \$12-20 per month, with a one-time additional charge for an adapter that hooks up to the Genesis.

According to gamers, the interactive service has changed their playing and buying habits. Most notable is that Sega Channel subscribers are renting less from video game stores.

"You don't have to go anywhere to get the game through Sega Channel," said Jason Brown, 18, of Las Vegas. "You don't have to worry about returning the game, or paying a late fee." In addition, players don't have to worry about games that don't work because of dirty connectors.

Gamers say the "Test Drive" section—the video game equivalent of an all-you-can-eat buffet—actually prompts them to buy more. Once they get a taste of the game, they're hungry for more. More importantly, the Sega Channel eliminates fear of a "letdown" because gamers can immediately find out if a particular game is suited to their tastes.

Added to that are special events that tie into hot new

games. Recent promotions have included demos of *Primal Rage* and *Mortal Kombat 3*, as well as a special Earthworm Jim contest.

"Before, I never played with my Sega—it was all dusty," said Gino Guzzardo, 14, of Mundelein, Ill. "I had games that after I beat them, I didn't play anymore. But [now that I get] Sega Channel, I play a lot [because so many more games are offered]."

The channel's future looks bright, as Sega strengthens its ranks of subscribers through market growth. In September, Sega announced new partners that will help market the cable service in Canada.

The logical next step for Sega is putting Saturn games on the channel; however, no specific timeline has been announced yet. "Our product development team is researching the compatibility [of the Saturn]," said Moffie, who added that a new adapter will need to be developed to accommodate Saturn games.

More info on Sega and Sega Channel can be found at the company's World Wide Web site: <http://www.segaa.com>.

**IT'S VIRTUALLY A NEW DEAL**

**N**intendo has chopped the retail price of its embattled 32-Bit Virtual Boy from \$179.95 to \$159.95 in hopes of enticing more gamers to buy into the system.

Officially, Nintendo officials cited an improved yen/dollar ratio as the reason behind the price cuts. However, it seems more like an attempt to bolster flagging

sales. Support for this way of thinking comes from Japan, where some retailers have slashed the Virtual Boy price to a nearly rock-bottom \$99.

The price cuts coincide with the release of five new titles from Nintendo earlier this year: *Mario Clash*, *Wario Land*, *Gold*, *Vertical Force* and *Panic Bomber*.



SONY PLAYSTATION™

VIRTUAL BOY™

TO CHOOSE A GAME SYSTEM, JUMP  
OFF HERE.  
GOING ROUND AND  
ROUND TRYING  
IF YOU'RE  
GOING ROUND



BEFORE YOU BUY A NEW GAME SYSTEM, TAKE IT FOR A SPIN AT BLOCKBUSTER VIDEO. WHERE YOU CAN RENT ALL THE HOTTEST GAMES AND ALL THE LATEST SYSTEMS.

SAVE \$5.00

RENT A GAME SYSTEM AND 2 GAMES  
FOR 3 EVENINGS FOR \$9.99

Offer applies to Sega Saturn™ and Sony PlayStation™ systems only. Offer good only with coupon. Limit one coupon per customer per visit. Not valid with any other offers. All taxes are the responsibility of the recipient. Membership rules apply. Valid only at participating Blockbuster Video stores. Offer expires December 31, 1995.



THE SOURCE  BEHIND THE FORCE.

SEGA SATURN™

Blockbuster Video name and design are registered trademarks of Blockbuster Entertainment Inc.  
© 1995 Blockbuster Entertainment Inc.

PRESS **START**

# COLD HARD CASH



## Acclaim puts contest into video game

W

Silicon chip maker **Rendition** and PC board maker **Number Nine Visual Technology** have teamed up to create a new graphics accelerator for games. The boards use the **Vérité** chip (above), which has a 3-D graphics engine, video accelerator and a memory controller. Software developers such as **id software** (makers of *Doom* and *Quake*) and **Papyrus Design Group** (makers of *NASCAR Racing*) are retrofitting their popular titles to take advantage of the 3-D graphics accelerator. The Rendition/Vérité boards should be available in the first quarter of 1996.

**Sega** recently announced its intentions to join two big names, **MCA** and **DreamWorks SKG**, in a venture to develop interactive amusement parks that will include video arcades and high-tech simulators. A finalized deal should be hammered out by early 1996.

**F**or those who complain about games that have disappointing endings, Sega offers this proposition: How about an ending that makes you \$25,000 richer?

It's part of a new contest Sega's whipped up for *VectorMan*, the newest side-scroller for the Genesis. Produced by BlueSky Software, the game has some of the most fluid graphics and animation ever seen on a Genesis title.

To help promote the game's release, Sega has placed special "You Win!" endings in randomly selected cartridges, which lucky players will see after finishing the game.

"Gamers should buy the game for itself; the game is great," said John Garner, marketing manager for Genesis. "But we wanted to put the best game with the best promotion to create an even bigger hit."

The special end screen will show a secret phone number for winners to call, and an address to send their winning cartridges and purchase receipts to. In return, Sega will send winners a replacement *VectorMan* game.

(Should a rental game prove to be a winning cartridge, technically neither the player nor the video rental store is eligible to win. However, if that player bought another *VectorMan* game and replaced the winning rental cartridge, who'd notice?)

Some prizes include: grand prize, \$25,000; 10 first prizes, \$10,000 each; 90 second prizes, Saturn systems.

There's no purchase required to enter. Players can also take part in the contest by handwriting their name, address, age and phone number on a postcard and sending it to: "Sega Play to Win Contest," P.O. 7531, Melville, NY 11775-7531.

## Beating *VectorMan* could mean big bucks for you



**A Mysterious Murder.  
A Doomed Planet.  
An Angry Alien.  
Welcome to**

# **STAR TREK**

## **DEEP SPACE NINE**

### **HARBINGER**



A powerful plasma storm has rocked Space Station Deep Space Nine™. As a Tírion envoy for the Federation, you join forces with Sisko, Quark and the Deep Space Nine crew in a fierce struggle to save the Deep Space Nine Space Station. From a startling first-person perspective, you engage in 3-D battles with deadly drones, and solve a Deep Space Nine Space Station murder to prevent an alien race from destroying a Federation-Allied planet.

May the prophets walk with you.

Available for PC and Macintosh® on CD-ROM



**VIACOM**  
newmedia™

To order, visit your nearest retailer or call **1-800-469-2539**.  
Visit our web site: <http://www.viacomnewmedia.com>



Call 800-771-3772 for information on game ratings.

STAR TREK®/DEEP SPACE NINE® Harbinger™ TM & © 1995 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Game Design and Software Code © 1995 Viacom International Inc. All Rights Reserved.

Mortal Kombat 3 has lived up to its money-making-madness reputation. In the first three days of its debut beginning Oct. 13,

**Williams Entertainment** estimates it sold more than 250,000 copies, raking in almost \$15 million. In comparison, the top-grossing movie that same weekend brought in \$9 million.

**Acclaim Entertainment** has been shaking and baking as far as deal making goes. In October, Acclaim reeled in two successful software developers: **Probe Entertainment** and **Sculptured Software**. The two developers have had a hand in the creation of Primal Rage, Mortal Kombat 3, Lemmings, and the Super Star Wars series.

In addition to this potentially powerful brain trust, **Acclaim** has joined forces with **Warner Bros. Interactive Entertainment**. Under the deal, the pair will publish three software titles based on **Warner Bros.** films currently being made. Acclaim already has a license to create games based on **Warner Bros.** characters, most notably Batman and Looney Tunes.

# TALES FROM THE

The incredible *Star Wars* universe is back once again with *Star Wars: Tales From the Mos Eisley Cantina*, a book from Bantam Spectra Publishing.

This 300-page book tells the stories of various beings that frequent the cantina on Tatooine.

Each tale is told in the style of the particular character that it's about. For instance, Hammerhead's tale is written in a style greatly different from Greedo's. Many of the stories are intertwined with the first *Star Wars* film, such as when Greedo gets shot by Han, and when Obi-Wan cuts the bully's arm off.

The spectacular visuals that *Star Wars* offshoots are famous for aren't going to be found here, however.

There isn't all that much art in the book. Simple character drawings are found in the beginning of each story, and the cover, a collage of the various creatures from Mos Eisley, is a wonderful touch. The 20 or so tales will provide hours of entertainment.

Another hot number from Bantam Audio is the cassette or CD story that follows the fortunes of some creatures who made a lot of noise in the *Star Wars* movie: the band from Mos Eisley.



Identical to the story in the book version, the audio tapes are spiced up with full sound effects and music from the movie.

From the beginning theme

to the last laser blast, the sound is pleasing all the way through.

The 60-minute story is performed by professional actors, making the tale one even George Lucas could be proud of.

Kathy Tyers is the author of the band's adventure that follows the members through a small but very risky business venture. When the band is offered 3,000 credits to play a wedding for Lady Valarian, they can't say no.

As expected, there is one big problem: The band is under contract with Jabba the Hutt, and Lady Val is a competing smuggler. With the premise set, the audio book ends with a surprise.

Learn about the folks who pound brews at Mos Eisley Cantina: a place where every scoundrel knows your name.



Both items mentioned—the book and the book on tape—are worth every one of those 3,000 credits!

In Earth currency, the paperback runs \$5-6, the CD will cost you about \$15 and the tape around \$11.

# STAR SIDE



Sub Zero, formerly of the Lin Kuei, is more chosen warrior against Shao Kahn.



It's not just for fun, but it's also a way to fight. So when he kills, he could

IF YOU EVER MEET HIM,  
CHECK YOUR EGO AT THE DOOR.  
ALONG WITH ANY OTHER  
BODY PART YOU'D LIKE TO KEEP.



It's not just for fun, but it's also a way to fight. So when he kills, he could



It's not just for fun, but it's also a way to fight. So when he kills, he could





### Viacom New Media

has acquired the rights to publish a game based on Neal Stephenson's *Snow Crash* (above), a science-fiction cyber-space thriller about a hunt for a computer virus maker.

**Nintendo** plans to introduce a new controller/cable for the Virtual Boy, according to a company spokesperson. With the hook-up, two Virtual Boy players will be able to compete head to head. A release is scheduled for early 1996.

Looking for an analog steering wheel for the PlayStation? **Mad Catz** is developing one that is expected to be released sometime in 1996.

Arcade heavyweights **Sega** and **SNK** have agreed to cross-license games for the Saturn and Neo-Geo CD, respectively. Specific titles have not yet been announced.



## A miniature virtual-reality system for \$30?

What's red and black, has a controller and cartridges and provides a game-play experience most people have never seen before in their life?

Virtual Boy? Sure, but now there are two answers to that question.

Enter the R-Zone from Tiger Electronics. At first glance, the R-Zone appears to be a full-fledged system: The screen and speaker are housed in a small box that you strap on your head. Connected to the box is a multi-button controller.

The R-Zone actually uses cartridges that plug into the box. The game screen is projected onto clear plastic, making the image appear to float in air. It takes a little while for your eyes to adjust to the view.

While the red-shaded displays aren't even in the same league as the Virtual Boy's immersive experience, the R-Zone is less

bulky and less expensive. That makes it an ideal travel accessory for those who enjoy LCD-type games. (However, be prepared for lots of curious onlookers once you strap this puppy on.)

The system sells with one game for \$29.99 and runs on four AAA batteries. Additional cartridges are sold separately, including *Batman Forever*, *Judge Dredd*, *VR Troopers*, *Virtual Fighter*, *Mortal Kombat 3* and *Daytona USA*.

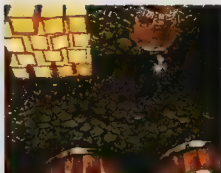
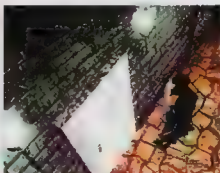


## T\*HQ, I-Motion to intro PlayStation titles

T\*HQ's push into 32-Bit games has received a boost from I-Motion Interactive, with which it has inked a publishing deal. The

first game in the works is *Alone in the Dark: One-Eyed Jack's Revenge*. This sequel is due out in the first quarter of 1996 for the Sony PlayStation

and shortly afterward for the Sega Saturn. Another title due out in 1996 for both platforms is *Chaos Control*, a 3-D flight sim.



The first glimpses (above) of the sequel to *Alone in the Dark* for the PlayStation boast richly detailed scenes.

# DIRT CHEAP.



Dream of an entertainment treasure without digging to your savings. Introducing The LucasArts Archives for CD-ROM. Four award-winning games, one unique screen saver, one bonus sampler... all at one incredibly low price. Each premium title was hand-picked. Indiana Jones and the Fate of Atlantis, Sam & Max Hit the Road, Rebel Assault: Special Edition, Day of the Tentacle, and Star Wars: Screen Entertainment for Windows. Plus another rare find: a super sampler CD that includes playable demos of other hot LucasArts titles. Seek out The LucasArts Archives. It's like finding the Holy Grail at a "Holy Cow!" price.



# FIRST PICTURE OF NINTENDO ULTRA 64 CONTROLLER!

Nintendo of Japan has just released the very first photo of a production version of their new 64-Bit game system controller. As Quartermann predicted, there is a third arm in the center of the controller that will house the analog stick. It is longer, wider and thicker than the side grips so it will provide better leverage and feel for times when the player will have to use the analog stick. The standard Super NES-type cross is on the left-hand side allowing for normal gameplay. On

the right-hand side, are the six standard fire buttons; four are colored yellow and are arranged in a diamond pattern and a red and a green button are located to the left and down from the yellow set. They are also slightly larger in order to aid in identifying by feel which is which. In the center of the controller is another red button that may be used to restart the game. There is no Select button on the controller but that function could be built into and made selectable in the game software.

Not shown, but located on the back of the controller, is a slot that some believe



Nintendo of Japan has just released the very first picture of a production sample of their revolutionary analog/digital controller for the Nintendo 64 (new name).

could be used to hold a memory card that may function in a way similar in



nature to the one presently found on the Sony PlayStation. It may also be used as a way to program the buttons for

selected moves, similar to ones that appeared for MK3.

Nintendo also announced that the name of its 64-Bit game system would be called the Nintendo 64. Rumor has it that the word 'Ultra' has already been trademarked in Japan, and Nintendo had to change the name of its system for the Asian market.

Other than the nameplate and three-dimensional-looking N logo, the photo of the Japanese Nintendo 64 system does not differ from the previously released one for the Ultra 64 in the U.S. Similarly, other than the logo, the game cartridges appear to be the same as the ones for the States. No word has been given as to whether the game cartridges will be interchangeable between the U.S. and Japanese game systems.

Look for the *only* U.S. coverage including reviews, photos and details on all 10 games and controllers in the next special edition of **EGM**!



The Japanese version of Nintendo's 64-Bit system is pictured on the left, and it is now going to be called the Nintendo 64. The U.S. version is on the right, and it will still be called the Ultra 64. Note there isn't any difference in shape or color.



# KONAMI

XXL

## SPORTS SERIES



3-D TEXTURE  
MAPPED POLYGONS

NO-LOOK PASSES

ALL 29 NBA TEAMS

REAL-TIME MOTION  
CAPTURED ACTION

REBOUND DUNKS

SUPERIOR ARTIFICIAL  
INTELLIGENCE

5-ON-5 ACTION



NBA PLAYERS

MULTIPLE  
PERSPECTIVES

ALLEY-OOP DUNKS

FULL SEASON AND  
PLAYOFF MODES

PLAYER STATS

BEHIND THE BACK  
DRIBBLING



[www.konami.com](http://www.konami.com)

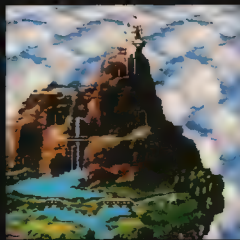
©1998 Konami America, Inc. "Super PlayStation" is a trademark of Sony Computer Entertainment Inc. The NBA and associated NBA team trademarks and other the official NBA Properties, registered designs and other forms or material property of NBA Properties, Inc. and registered teams and players used in this game are used under license from NBA Properties, Inc. ©1998 NBA Properties, Inc. All rights reserved.

IF YOU'RE NOT  
IN THE  
ZONE  
YOU'RE  
NOT IN THE  
GAME

"NBA IN THE ZONE"  
DECEMBER TIP-OFF



KONAMI.



# Chrono Trigger™



65 MILLION  
YEARS B.C.



THE END OF  
THE WORLD.

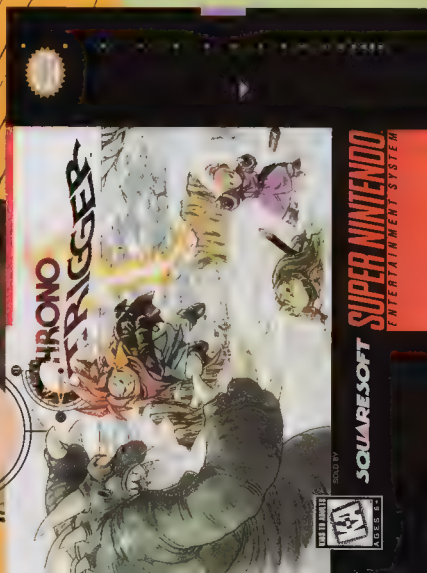
It's about time.

YOU  
ARE  
HERE.

THE END  
OF TIME.

Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy® series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus hours of game play.

Super Nintendo, Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1999 Nintendo of America Inc. All rights reserved.



# GAMING GOSSIP

The great Ultra 64 giveaway...  
You can't hide a Sega Eclipse...  
Why KI is D.O.A. for U64...  
Saturn may head online...  
Tuning into PlayStation glitch...  
Matsushita Scores M2 Technology...

...Ho, ho, ho, my little Quarterfriends! 'Tis the Q-Meister, back to deck the halls with insider info and ring in the new year with a big bag of gossip! Yours truly has dished up some true yuletide info as the "great console wars of '96" prepare to begin. While the PSX and Saturn have each secured a title (albeit small) foothold on the gaming community, new upstarts like the Ultra and Matsushita's M2 Mystery Machine are sure to make next year the hottest ever for console fanatics...

...Reports in from Q-mann's spy central suggest that something strange may be happening to the Ultra. Although Nintendo is going full-bore, pumping ads for the renamed Nintendo 64 in the Land of the Rising Sun, some sources are suggesting that the big N's super machine may be pushed back. Attendees of the Shoshinkai Trade show in Japan this past November were to have had a chance to walk away from the show with one of 100 N64 units. (The name change came, by the way, as a result of a TM problem with the original Ultra Famicom name.) Some are saying that the unit won't get a full roll-out until E<sup>3</sup>, although the Q recommends those who are hardwired to check out the latest facts on the Internet at [www.nuke.com](http://www.nuke.com) for the complete story as it happens!...Up until the Shoshinkai show, Nintendo engineers were scurrying around trying to fix some last-minute hardware problems with Nintendo's next-generation system. Nonetheless, they were at an impasse until IBM reportedly came into the picture. Rumor has it that IBM provided a new chip for use inside the Ultra called DENSEPAK. The chip looks like a 16-Bit chip but performs with 64-Bit muscle. The Q's sources also heard Nintendo may be poised to bring the system out for as low as \$199, but games will still ring in at a steep \$69-100...

...All that talk in the trades about an imminent takeover of the M2 technology from rival Sega appears to be history in light of 3DO's recent announcement that Matsushita has paid a whopping \$100 million in cash for an exclusive license to the technology. 3DO plans to re-emphasize softs, while leaving the issue of Panasonic, Goldstar and other 3DO hardware supporters with a growing list of games...Behind the scenes many analysts have told the Q that 3DO would have had some real problems had the remarkable M2 super system not been developed. The machine, according to one Wall Street type, will single-handedly change gaming as we know it...Look for Williams Electronics and other arcade makers to put the M2 under the scope as a quarter-sucking board for a new line of coin-ops...

...The Q-Mann hears a rumor that secret documents are flying about in Sega and Sonyland regarding the prices of their respective super systems. Don't be surprised if the two combatants do a little Nintendo/Sega shuffle as next year's E<sup>3</sup> approaches with tit-for-tat price drops leaving both machines closer to 200 bucks...On the same subject, the same rumor mill has Sony planning to offer selected first-run titles for under \$40 to provide a price point that Nintendo's cart/optical system can't touch...No Killer for the U64? That's the rumor that yours truly dug up during a recent West Coast trip, with sources close to production rumored to be hitting a programming problem. In its place you may find yourself buying up Killer Instinct 2...Other games being considered for system pack-ins include Ultra Mario Bros. 3-D, a new Mario adventure and Ultimate Mortal Kombat. These two games will be offered as separate pack-in options according to my loyal Q-followers who passed tidbits on as an early X-Mas present. In other software-related news, DID, the Manchester, England-based company that has coded several games for Ocean and a few other big-name video game companies, have become so good at coding air combat sims that the RAF (British Air Force) is using DID's skills to make air-combat simulations...Look for *Star Wars* products developed exclusively for the Ultra 64 out next year. The first of the bunch will be *Shadows of the Empire*, an original adventure that won't hit screens anywhere else...

...Check out a new modem adapter for the Sega Saturn that will provide download access to the World Wide Web within 12 months. Also look for the PSX to get connected with a third-party device that will allow gamers to download patches and other info over the Internet to update and preview games...There are conflicting reports out of the Sega camp about a 64-Bit upgrade for the Saturn codenamed Eclipse. Sega's official line is the Eclipse is a joystick coming out for the Saturn from InterAct. Try again, my loyal Q-Readers. Here's what we're hearing: At first this 64-Bit peripheral was only memoware that the technical wizards at Sega dreamed up to get Internet travelers chatting about the Saturn. So what does the Q think? My bet is on the joystick...

...In other Sega news, Sega and SNK are rumored to be working on a cross-platform deal that will see the two companies exchange titles for their various systems. Saturn users will see some of their favorite NeoGeo titles come out for the Saturn and vice versa. As a result, Samurai Shodown and King of Fighters are headed to Saturn, and passing them in the night are all three Virtua Fighter games (Virtua Fighter, Virtua Fighter 2 and Virtua Fighter Remix), Sonic Remix, two of the older Sonic games and Mean Bean Machine. Look for all of these titles to show up on one disc...A new title, Sonic X, will be headed for the Saturn first and then to the NeoGeo CD...Look for Donkey Kong 3-D on the Ultra next year...

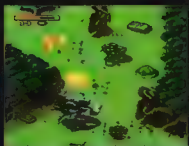
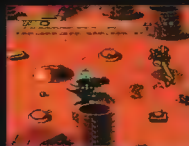
...You may have already heard about the NVIDIA-Sega deal that will see Sega games heading to PC. Well, how about Ridge Racer on the PC? It's coming soon to a PC near you, according to my Q-Sources...Turning to the PlayStation, did you know that at one point Sony white shirts were debating whether to make the PlayStation CD-ROM compatible? Yup, but a decision from Sony of Japan nixed the idea. Our sources tell us it would have been possible to buy a PC game and play it on the PlayStation. Word has it this may be part of the PlayStation 2 plans, along with a new MPEG module that will allow you to play full-length CD-quality movies on the second version of the PlayStation due in mid-'97...The best Internet rumor of the month: Sony buying Nintendo for the rights to add Mario to Toshinden 2. To quote a famous horse: "No sir, I don't like it..."



EXPLODING NOW ON SUPER NES!

# MECHWARRIOR® 3050

FUTURISTIC BATTLEMECH WARFARE



UNLEASH NINE DEVASTATING WEAPONS SYSTEMS TO OBLITERATE ENEMY RESISTANCE!  
BATTLE THE GROUND DEFENSES OF THE INNER SPHERE ON FIVE DIFFERENT PLANETS!



FASA  
CORPORATION

Head up the highway and visit <http://www.activision.com>

ACTIVISION®

MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks of FASA CORPORATION.

Nintendo, Super Nintendo, Super Nintendo Entertainment System and the official logo are registered trademarks of Nintendo of America Inc. Activision is a registered trademark of Activision Inc. © 1995 Activision Inc.

'They've killed more cows  
than a burger joint.



It's not just the bombs, your sword or even your dragon's breath-powered ordnance are gonna devastate the village you've built. With killer 3D wire-mapped characters and backgrounds, as well as 35 minutes of video, it's no wonder the movie has been critically acclaimed by everyone with a pulse — and an appetite for destruction!

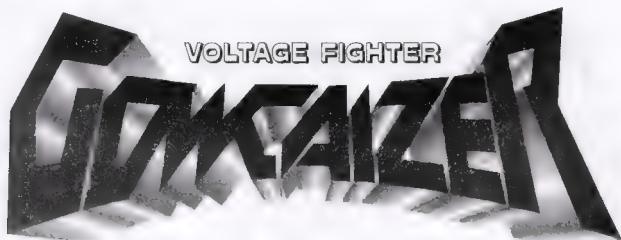


50 Horde T Shirts will be awarded  
Contest Ends December 31, 1995

Graphics	Sound	Control	Fun/Fair
			

**THE HORDE T-SHIRT SWEEPSTAKES, 17** Entries have been announced for the 17th annual sweepstakes. The contest is open to all members of the Horde. The prize is a t-shirt featuring the Horde logo. The contest ends on December 31, 2001. For more information, visit the Horde website at [www.horde.com](http://www.horde.com).

# QUARTERMANN'S CHEAT SHEET



Voltage Fighter Gowcaizer from SNK is our showcase game this month. This all-new fighting game offers a unique feature called "Special Attack Tracing System" that allows you to perform the special attacks of the opponents you've beaten. Sound interested? Tear out this move sheet and get to your local arcade!

## Gowcaizer

Caizer Strike:  $\blacktriangleright \blacktriangledown \blacktriangle + A \text{ or } C$

Burning Slash:  $\blacktriangledown \blacktriangle \blacktriangleright + B \text{ or } D$

Higher Slash: (J)  $\blacktriangledown \blacktriangle \blacktriangleright + B \text{ or } D$

Trickster Kick:  $\blacktriangle \blacktriangleleft + B \text{ or } D$

## Karin

Stick Attack:  $\blacktriangleleft (C) \blacktriangleright + A \text{ or } C$

Cloud Driver:  $\blacktriangleleft \blacktriangledown \blacktriangle \blacktriangle \blacktriangleright + A \text{ or } C$

Swallow Kick:  $\blacktriangledown \blacktriangle \blacktriangleleft \blacktriangledown + B \text{ or } D$

Spirit Hair:  $\blacktriangleright \blacktriangle \blacktriangledown \blacktriangle \blacktriangleleft + C$

## Captain Atlantis

Captain Shooter:  $\blacktriangleleft (C) \blacktriangleright + A \text{ or } C$

Captain Cyclone:  $\blacktriangleleft (C) \blacktriangleright + B \text{ or } D$

Captain Splash:  $\blacktriangledown (C) \blacktriangle + A \text{ or } C$

Captain Smasher:  $\blacktriangledown (C) \blacktriangle + A \text{ or } C$

## Fudomaru

Kasumigiri:  $\blacktriangleleft (C) \blacktriangleright + A \text{ or } C$

Fudojin:  $\blacktriangleright \blacktriangledown \blacktriangle + A \text{ or } B \text{ or } C$

Thunder Tube:  $\blacktriangleright \blacktriangledown \blacktriangle + C$

Fire Tube:  $\blacktriangledown \blacktriangle \blacktriangleright + C$

## Hell Stinger

Tread-A-Go! Go!:  $\blacktriangleleft (C) \blacktriangleright + B \text{ or } D$

Wryneck Swinger:  $\blacktriangleleft (C) \blacktriangleright + A \text{ or } C$

Beat it Needle: (J) (T)  $+ A \text{ or } C$

Voltage Crack:  $\blacktriangledown (C) \blacktriangle + B \text{ or } D$

## Brider

Hurricane:  $\blacktriangleright \blacktriangledown \blacktriangle + A \text{ or } C$

Manji Kick:  $\blacktriangledown \blacktriangle \blacktriangleright \blacktriangleleft + B \text{ or } D$

Lightning Punch:  $\blacktriangledown \blacktriangle \blacktriangleleft \blacktriangledown + A \text{ or } C$

Double Kick:  $\blacktriangledown \blacktriangle \blacktriangleright \blacktriangledown \blacktriangle \blacktriangleright + B \text{ and } D$

# VOLTAGE FIGHTER LOWKAZER

## Marion

Ground Washer:  $\triangleleft \blacktriangle \blacktriangle \blacktriangleright + A \text{ or } C$

Gliding Blow:  $\triangleleft \blacktriangle \blacktriangle \blacktriangleright + B \text{ or } D$

Flying Mode On:  $\blacktriangledown \blacktriangledown \blacktriangle$

Ambush Lifter:  $\blacktriangledown \blacktriangle \blacktriangleright + A \text{ or } C$

## Battle Master Shen Long

Rising Buster Kick:  $\blacktriangleright \blacktriangledown \blacktriangle + B \text{ or } D$

Illusion Warrior:  $\blacktriangledown \blacktriangle \blacktriangle + A \text{ or } C$

Illusion Grapple:  $\blacktriangledown \blacktriangle \blacktriangleright + A \text{ or } C$

## Shaia

Smash-Bang! Bang!:  $\blacktriangledown \blacktriangle \blacktriangleright + A \text{ or } C$

Tick-Tack-Bomb:  $\triangleleft (C) \blacktriangleright + C, C$

Burning Ballboy:  $\blacktriangleright \blacktriangledown \blacktriangle + A \text{ or } C$

3-Way Beamer:  $\blacktriangledown \blacktriangle \blacktriangle + C$

## Kyosuke Shigure

Summon Kubira:  $\blacktriangledown \blacktriangle \blacktriangle + A$

Bit Kubira: As Kubira  $\triangleleft \blacktriangle \blacktriangle \blacktriangleright + B$

Blitz Kubira: As Kubira  $\triangleleft \blacktriangle \blacktriangle \blacktriangleright + D$

Shadow Shaper:  $\blacktriangledown \blacktriangle \blacktriangleright + A \text{ or } C$



# \$ EASY \$ MONEY

**EGM BRINGS YOU  
BIG SAVINGS EACH  
AND EVERY MONTH!**

Take advantage of exclusive savings from CAPCOM, Panasonic, Catapult and KOEI. The number one provider of info on the video game industry goes one more step to give you savings on the games themselves!

• **CAPCOM's MEGA MAN X3**  
You'll be infected with fun and challenge in the newest adventure from CAPCOM: MEGA MAN X3™! A virus has hit the replit community and a Maverick outbreak brings the world to its knees. But Mega Man X and his partner Zero are on the scene to do battle against the robotic renegades. Choose either character for even more excitement!

• **Panasonic's Buy 2, Get 1 Free\***  
Panasonic Software Company has introduced a slew of great titles for 3DO systems, including *Super Street Fighter II Turbo*, *Myst*, and *The Daedalus Encounter*. Coming in April, look for *Mortal Kombat 3*. And keep your eye out for a series of Olympic titles, like *Olympic Basketball* and *Olympic Games Volumes I and II*. Now, for a limited time, when you buy two Panasonic Software titles, we'll send you one free\* title of your choice from among these exciting picks: 1. *Burning Soldier™*, 2. *REAL Pinball™*, 3. *Wicked 18™*, 4. *Guardian War™*, and 5. *Fun 'n Games™*. \*plus shipping & handling charges

• **Catapult's XBAND**  
XBAND is the world's only Video Game Network for your Sega™ Genesis and Super NES®. Play *Mortal Kombat™ II*, *NHL®95*, *NHL '96*, *Super Street Fighter™ II*, *Madden NFL®95*, *Madden NFL '96*, *Killer Instinct™*, *NBA® Jam* and other exciting games against someone across town or across the country. It's almost like putting thousands of the nation's most vicious gamers right in your living room! You can buy the XBAND Video Game Modem at Blockbuster Video stores, Toys R Us, Software Etc., Electronics Boutique and Babbage's for only \$19.99! Get ready for the ultimate video gaming experience for only pennies a day. And, with this special mail-in offer, you get a free XBAND T-Shirt. Act now, while supplies last!

• **Koei's New Horizons™**  
Imagine a time when mighty navies controlled the seven seas, ruthless pirates searched for hidden treasures and scholars argued that the Earth was round. Now, picture yourself as a young explorer on a mission that will carry you to the four corners of the globe. As one of six ambitious young heroes, seek out more than 180 treasures, organize a powerful fleet, visit over 130 exotic destinations and challenge pirates to duels aboard ship. Get ready for the adventure of a lifetime.

# FREE MEGA MAN X 3 T-SHIRT!



Buy MEGA MAN X 3™ for your Super NES® and receive an ONEITA® Power T™ T-shirt with your favorite characters: Mega Man X and Zero!

CAPCOM

ELECTRONIC  
GAMING  
MONTHLY

## BUY 2, GET 1 FREE\*

\*plus \$3.50 for shipping and handling

### FROM PANASONIC SOFTWARE COMPANY

From Nov. 1, 1995 through Jan. 31, 1996, when you buy any two Panasonic Software titles for 3DO systems from your local 3DO retailer, we'll send you one free\* Panasonic Software title of your choice from the list below. (Be sure to include first, second and third choices as quantities are limited.) But hurry—this offer is good for a limited time only! See back for details.

— BURNING SOLDIER™  
— WICKED 18™  
— FUN 'N GAMES™

— REAL PINBALL™  
— GUARDIAN WAR™

Panasonic



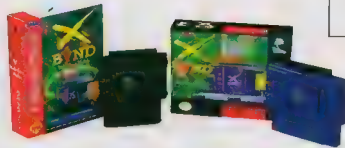
ELECTRONIC  
GAMING  
MONTHLY

## Free XBAND T-Shirt!

Get yourself an XBAND™. Get your buddy an XBAND. Send in both proofs of purchase and we'll send you this T-shirt FREE! Hurry, while supplies last!



ELECTRONIC  
GAMING  
MONTHLY



SAVE  
\$5.00



NEW  
HORIZONS

For a limited time, when you buy New Horizons for the Super Nintendo Entertainment System, Sega Genesis, or IBM CD you can get a \$5 rebate directly from KOEI!

KOEI



ELECTRONIC  
GAMING  
MONTHLY

To receive your MEGA MAN X3 T-Shirt: 1. Fill out this coupon completely. 2. Attach your dated sales receipt OR attach UPC code from the box and send them along with your completed coupon to: CAPCOM, c/o Mega Man X 3, 475 Oakmead Parkway, Sunnyvale, CA 94086.

Please print

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone: \_\_\_\_\_

Offer expires Jan. 31, 1995. © CAPCOM CO., LTD. 1995. © CAPCOM U.S.A., INC. 1995. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT and MEGA MAN X 3 are trademarks of CAPCOM CO. LTD. Nintendo and Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America, Inc.

1. Purchase any two Panasonic Software titles for 3DO systems from your local 3DO retailer. 2. Select the title you'd like to receive free from the list on the front of this coupon (BE SURE TO INCLUDE FIRST, SECOND AND THIRD CHOICES AS QUANTITIES ARE LIMITED.) 3. Mail this original coupon with your original sales receipt(s) and the original UPC bar codes from the software boxes, plus a check or money order (NO CASH PLEASE) payable to Panasonic 3DO in the amount of \$3.50 to: Panasonic 3DO, Free Software, 20421 84th Avenue South, Kent, WA 98032.

Please send my free title to (No P.O. boxes, please):

Name: \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Offer Terms: Offer good for purchases made on or after Nov. 1, 1995 through Jan. 31, 1996. All requests must be postmarked by Feb. 29, 1996. Panasonic Software Company is not responsible for lost, late, or misdirected mail. Original coupons, UPC codes and sales receipts only; no photocopies will be accepted. Please allow 4-6 weeks for delivery. Offer good only in USA (all 50 states). Offer valid only with purchases of Panasonic 3DO Software titles. Limit of one free title for every two purchased. No P.O. boxes, please. Offer void where prohibited. Panasonic Software Company reserves the right to substitute titles should availability warrant.

3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. The REAL 3DO Zone is a trademark of Matsushita Electric Corp. of America.

### Free XBAND T-Shirt offer!

To receive your XBAND T-Shirt: 1. Fill out this coupon completely. 2. Attach your valid, dated sales receipt/receipts that shows that you purchased TWO XBAND Video Game Modems between Nov. 20, 1995 and Dec. 31, 1995. (originals only, no photocopies accepted) 3. Cut out and attach UPC bar code from each box and send them along with your completed coupon and sales receipt/receipts (originals only, no photocopies accepted) to: Catapult Entertainment, Inc., 20823 Stevens Creek Blvd. #300, Cupertino, CA 95014, Dept. XBAND Tee - EGM

Please print

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone: \_\_\_\_\_

Age: \_\_\_\_\_

Item Purchased (circle one):

Sega XBAND Super Nintendo XBAND 1 of each

Place or purchase: \_\_\_\_\_

Offer good through Dec. 31, 1995 or while supplies last. Coupons must be postmarked by Jan. 9, 1996. Offer only available in North America. Void where prohibited. Please allow 4 to 6 weeks for delivery. Trademarks are registered to their respective companies. Catapult Entertainment is not responsible for merchandise breakage or loss through shipping.

Just purchase New Horizons at your favorite retailer and send in your original dated sales receipt, a copy of the UPC bar code from your New Horizons package, and this completed rebate coupon to:

KOEI Corporation  
c/o New Horizons Rebate Offer  
1350 Bayshore Highway, Suite 540  
Burlingame, CA 94010

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State/Province: \_\_\_\_\_

Zip/Postal code: \_\_\_\_\_

Which store did you buy this at? \_\_\_\_\_

Limit one New Horizons coupon per consumer, per household. No other discount promotion may be used in conjunction with this offer. This coupon, New Horizons UPC code, and the dated sales receipt (dated between 012/15/95 and 01/30/96) must accompany your request. Koel Corp. assumes no responsibility for lost, late, illegible, incomplete or postage due mail. No rainchecks. Offer valid in the USA and Canada only. Offer void where prohibited, taxed, or otherwise restricted by law. Rebate request must be postmarked by Jan. 30, 1996. Please allow 4-6 weeks for delivery. All games must be purchased after 012/15/95 to be eligible for rebate offer.

New Horizons is a trademark of Koel Corporation. Nintendo, Nintendo Entertainment System, Sega and Sega Genesis are official trademarks of Nintendo of America and Sega America.

SEGMENT EASY MONEY

# Escape

# or

# Die.

## Deathkeep

is AD&D®

dungeon delving  
the way you like it  
— fast, furious and fun!

Fight your way through  
more than 25 eerie dungeons,  
each with 8 levels. Explore icy  
caverns, 3 ominous towers  
and a fantastic final dungeon!

Battle over 30 different

monsters. Avoid insidious traps.

Solve brain-busting puzzles. Jump, fly and even fall if you're  
not careful. The 3-D environment means you can look up,  
down, and all around. Everything you view is in a natural  
perspective — including the evil Necromancer who waits at  
the end of your journey!

To order: Visit your local  
software retailer or call  
1-800-601-PLAY with VISA/MC  
(North America only).

Available on CD-ROM  
for WINDOWS® 95 and  
3D0 Interactive Multiplayer.



### Bonus!

Includes Special Collector's  
Edition Phone Debit Card —  
good for 5 Free Minutes on  
SSI's Hint  
Line!



A MINDSCAPE® COMPANY

3D0 and the 3D0 logo are trademarks of the 3D0 Company. Windows is a registered trademark of Microsoft Corporation. ADVANCED DUNGEONS & DRAGONS, AD&D, DEATHKEEP, the TSR logo and all TSR character names and the distinctive likenesses thereof are trademarks owned by and used under license from TSR, Inc. ©1995 TSR, Inc. ©1995 Strategic Simulations, Inc., a Mindscape Company. All rights reserved.



*And they\* said it couldn't be done.*

\* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }



For Sega™ Genesis™ and Super NES®

© The Walt Disney Company. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo and Super NES are trademarks of Nintendo of America Inc.



# REVIEW CREW

## THE REVIEW CREW

**ANDREW  
baran**

**Current Favorites:**  
Twisted Metal  
Warhawk  
Final Fantasy V

Superheroes and Cybergirl have been spending their days and nights fogging in it looks like love. Unfortunately, Andy's been falling asleep at his desk and almost shorted his keyboard.

**MARK  
lefebvre**

**Current Favorites:**  
MKS  
Rayman  
Warhawk

They were about to make a movie on the life of Candyman, but it turns out there already was a Candyman film. Mark summated the movie and then went back to work on his film.

**MIKE  
desmond**

**Current Favorites:**  
Warhawk  
D  
Twisted Metal

Mike Desmond has recently joined the Mug-A-Squid Foundation, so he could give tribute to nature's least understood creature. He has adopted the ways of the unacknowledged ones.

**SUSHI-X**

**Current Favorites:**  
SF Alpha  
UMKS  
Warhawk

Sushi-X has returned from his month-long vacation to the Himalayan mountains. Special thanks go out to his wife, a woman pal Scott Parris who filled in for him while Sushi-X was getting some R&R.

## HOW GAMES ARE RATED...

The reviewers that are published in **ECM** are created after each game on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete) and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

playstation

## TWISTED METAL

sony computer enter.



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

Password

As an old fan of the board game Car Wars, Twisted Metal brought all the carnage of my pen-and-paper RPG days to the TV. The graphics are outstanding and each level gets progressively better. The climax on the rooftops is a real blast. There are plenty of different vehicles to choose from. The whole premise is sort of warped in a cool way. The music fits it perfectly. The Two-player Mode is a blast. So far, this is my favorite PlayStation game.

With all the new technology available to programmers, a lot of games are becoming so "high tech" that the most important function of the game can be lost: fun! Twisted Metal seems to have only one job, and it does it well. The game is a blast to play. The graphics aren't anything that special and the sound isn't spectacular either, but when you live this destroy-everything title up, you had better have some free time on your hands, because you're in for one wild ride.

There is nothing else like this game! Where else can you throw napalm out of an ice cream truck, smash into Diablo, and run over pedestrians. With a choice of 12 vehicles—all of which vary in armor, weapons, speed and agility—any game, including myself, will not get bored. The control, which is very precise and clean, varies from vehicle to vehicle, as do the endings. Any game with Molotov cocktails, exploding cop cars and napalm ice cream cones has got to be good!

Twisted Metal is filled with mindless death and destruction. It is a perfect game to relieve frustration while blasting away computer enemies or your friend in Two-player Mode. The control is sharp, allowing you clean and precise control as you battle through city, suburb and rooftop levels. Having vehicles that control as differently as they look is also a bonus for this title. The different endings for each character offer nearly unlimited replay ability for this already great title.

**Best Feature:** Mindless Destruction

**Worst Feature:** Small Two-player Levels

**Time To Complete:** Medium

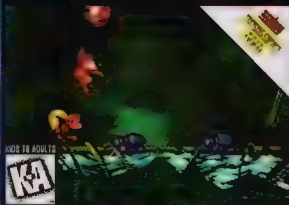
**Also Try:** Destruction Derby

super nes

## DONKEY KONG

COUNTRY 2

nintendo



category:

release date:

Action

Now

challenge:

back-up:

Moderate

Battery

Donkey Kong Country 2 is a great sequel. You can see the little touches of Miyamoto everywhere. The technique is much more refined. The graphics are the same, but the animation seems smoother. Maybe it's my eyes? The audio is decent, but what sets this cart above the original is the amount of secrets. DKC2 has multiple endings, depending on how many you find. The way you use the animals has changed, with better control and new types of levels. Great!

One of my biggest complaints about the original DKC was how quickly the game could be beaten. This is not the case with the second installment; you will be spending some serious time trying to make it through the gnarliest levels ever. The biggest improvement is the interaction between the two characters. Unlike the first DKC, teamwork will play a key role in reaching the secret areas of the game. DKC2 is a definite improvement over the original. Great game!

I didn't think it could be done, but Nintendo made DKC2 just as good, if not better than the original. Using Dixie and Dinky, you must go through various new levels with even more hidden levels than DKC. The music, sound and graphics are all top-notch. The addition of new animals you can use, new enemies and huge levels make this game tremendously fun. Games like DKC2 will keep the Super NES alive and kicking. Hats off to Nintendo!

DKC2 demonstrates what sequels should be all about. The game not only carried over the same look and feel of the original, but it also added a new character and more challenging levels. The graphics are on par with the first release, while game depth and originality have skyrocketed. Keeping the same pirate theme throughout the levels while making each diverse and unique deserves commendation. DKC2 will undoubtedly be the hottest 16-bit title this holiday season.

**Best Feature:** Peg-Legged Pirates

**Worst Feature:** The Beehive Levels

**Time To Complete:** Long

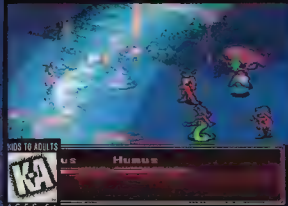
**Also Try:** Donkey Kong Country



super nes

## BREATH OF FIRE 2

capcom



category: release date:

RPG

Now

challenge:

back-up:

Moderate

Battery

Breath of Fire 2 exceeds its predecessors in every way. The graphics are bright and well drawn. The whole quest is huge, making for days of adventure. The control setup is similar to the original, but I sort of wish that you could try different attacks. It would have added more strategy to the battles. The characters you pick up are pretty cool, and they break away from the stereotypical knights-in-shining-armor theme. Overall, Breath of Fire 2 is a good RPG.

At first glance, the graphics of Breath of Fire 2 may look a little below average when compared to other hit RPGs, such as FF3 and Chrono Trigger. This is true, but graphics aren't everything. Breath of Fire 2 has a decent story to it, and features over eight characters that you can pick to join you in your quest. The sound and musical score is great for a cartridge game. Overall, Breath of Fire 2 is a worthwhile game, but this one could have been a little better.

I don't often have time to play RPGs, but I found Breath of Fire 2 by Capcom to be a good, well-rounded RPG. The graphics fall short compared to SquareSoft's Chrono Trigger and Secret of Mana. But they make up for it with such features as the Shaman Elements, in which you can combine your characters with shamans to produce up to 20 different combinations of characters. With hours of gameplay and a good story line, many RPGers will enjoy this title.

The second release in the Breath of Fire line of RPGs displays good visuals and sound throughout the 70+ hours of play. The story is lenient, allowing you to enjoy such actions as building stronger characters with the use of shamans, constructing your own village and inviting NPCs to visit. The relaxed battles allow you to sit back and watch your characters fight as you plan the strategy they are to use in combat, which brings out the true RPG features inside this cart.

Best Feature: The Shamans

Worst Feature: Fair Graphics

Time To Complete: Long

Also Try: Chrono Trigger

genesis

## SEPARATION ANXIETY

acclaim



category: release date:

Action

Now

challenge:

back-up:

Moderate

Password

This sequel to Maximum Carnage has its ups and downs. The characters are more detailed, but the character size has been shrunk down. The graphics seem a little clearer than before. The best part of Separation Anxiety is the two-player mode where Spidey and Venom can work together. This, however, is fraught with slowdown. The enemies are very cheap, and you'll get hit no matter what you do. No continues? Overall, this cart isn't much fun.

There are so many negatives about this game, I don't even know where to start! Games are supposed to be fun to play, not frustrating! The enemies you will encounter throughout the levels look exactly the same and are the cheapest when it comes to fighting. Whenever a bad guy is on the screen, mandatory hits are sure to follow! With impossible game play, horrible graphics and monotonous sound, this one should head back to the drawing board.

This game suffers from the same thing most Final Fight games suffer from: repetitive levels and the same enemies throughout the whole game. Separation Anxiety requires little skill other than continuously pressing the Attack button and the occasional Jump button. The enemies are cheap, monotonous and annoying; it is almost impossible to move two steps without taking mandatory hits! Comic-book fans might like this title, but I'll pass on this one.

The best feature in Separation Anxiety is the ability to play as either Spider-Man or Venom. However, the unending barrage of enemies gets stale quickly when you advance only five feet and get attacked by another gang of reappearing thugs. The moves are restricted by only having one button to inflict any sizeable damage to the opposition. While the graphics are poor, the upbeat soundtrack makes up for shabby visuals. Superhero fans could get into this one.

Best Feature: Spidey &amp; Venom Together

Worst Feature: Repetitive Enemies

Time To Complete: Long

Also Try: Final Fight

genesis

## VR TROOPERS

sega of america



category: release date:

Fighting

Now

challenge:

back-up:

Adjustable

None

VR Troopers is a poor fighting game: plain and simple. The audio is the typical grumpy Genesis noise, and the colors are notoriously dark. The characters are small, and the moves are difficult to do. This is only remedied by the fact that you can defeat most opponents with repeated low kicks. Younger players might enjoy this game, but anyone over age 10 will probably not have the patience for this game. VR Troopers may have lots of fighters, but they don't control well.

VR Troopers has a couple neat features, such as a Story Mode for the one-player and a two-player Duel. But underneath all the makeup, it's just another fighting game. In the One Story Mode choose between three different characters, each with his/her own special moves. This would have been a pretty cool game, but some major problems plaguing this title include control, graphics and sound. What's left? Not much! Sorry, but this one comes up short!

Another example of a cheesy fighting game with absolutely terrible sound, grainy 16-color graphics and horrible controls. The game gives you an option to play either the Story Mode or Regular Fighting Mode, where you can play as all fighters, which is a nice option. But when the game is this bad, who cares? All characters have a special move, but don't even try to use it because 75 percent of the time it will not work. It's a shame game like this sell just because of the title.

This title is an example of how the popularity of fighting games can also hurt the quality of new releases by lowering the standards of game mechanics just to make a fast sale. Controlling the fighters is a chore in itself caused by an unusable game interface. Sound and visuals offer nothing to accent the horrid control, making the game appear to have been rushed during development. The poor fighting games with little thought and less playability have to stop.

Best Feature: Is There One?

Worst Feature: Nothing Unique

Time To Complete: Medium

Also Try: Shaq-Fu

# THRUST YOUR INSTINCT



## WELCOME TO THE COMBAT ZONE!!

Face it bud, if you lose, you're dead! Can you say "restart"?

Accept no prisoners with the Specialized Fighter Pad from Asciiware.

This Pad is loaded with turbo, auto turbo, slow-mo and more, to make you the ultimate warrior in any action or fighter game. Now you can do the

"Sub-Zero Freeze" and Killer "Spinal Combos" with ease.

Hey! Give it to Eyedol like he deserves!

Super  
NES



ASCIIWARE

©1995 ASCII Entertainment Software, Inc. ASCIIWARE® is a registered trademark of ASCII Entertainment Software, Inc. For Customer Service, contact ASCII Entertainment Software, Inc., P.O. Box 0639, San Mateo, CA 94403, (415) 798-0146. Super NES and the official seal are trademarks of Nintendo of America Inc.

genesis

## WATERWORLD

ocean



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

Waterworld may sport some impressive 16-Bit graphics, but I found myself just wanting to pull this cart out of my Genesis. The gameplay is way too rigid. In the side-scrolling sequences, you can't even jump and attack. The boating scenes are tough to the point of being frustrating. The control needs an overhaul. Waterworld also gets boring after a while because there isn't much in the way of diversity. Despite the looks, WW is a poor game that isn't all that fun to play.

For a movie-to-game translation, I was fairly impressed with Waterworld, except for one major flaw: The entire game consists of three levels, which, although they become increasingly difficult, are looped over and over. No matter how intense the action, the game becomes repetitious after about 10 minutes of playing. For a Genesis title, the graphics look really good, and the sound is well above average. Waterworld may be a questionable "buy," but definitely worth a rental.

I played through the first level hoping this game would get better, but I was let down. The game is composed of grainy graphics, bad musical score, tiny sound and two-frame animation. The side-scrolling levels control and look as if the character has duct tape wrapped around his knees. This is another case of a bad game based on a multimillion dollar movie. With the quality of games being released these days, Waterworld is destined to sink.

Waterworld is another prime example of company using a popular movie name to sell its game adaptation. The game control is in its rawest form, forcing you to fight with the control throughout. The music score is also annoying as it irritates the player more than it accents the game. Instead of pushing the multiple engine part of this title, Ocean should have spent more time developing one properly to make the game seem enjoyable.

Best Feature: Decent Graphics

Worst Feature: No Excitement

Time To Complete: Medium

Also Try: Waterworld-Super NES

saturn

## CORPSE KILLER

digital pictures



category: release date:

Action

Now

challenge:

back-up:

Adjustable

Battery

People should realize that FMV games aren't the wave of the future. Corpse Killer does have its fine points. The video is clear, and there are some puzzle elements dealing with the locations. Even the story is pretty good for a B-movie flick. The actual game is the one thing that drags this title down. The shooting action is laughable with hokey zombies popping up here and there. Despite the cool setup, Corpse Killer lacks the basics of a good game.

Corpse Killers was released a while back for the Sega CD. The game was terrible because of its horrible video, no gameplay and a fun factor of about zero. Now that Sega has a new powerhouse system, let's try another release. Nope, it's the same! Since the entire game is made up of full-motion video, you would think that the quality of the video would be at least average? Nope. The bottom line is that Corpse Killer is simply a bad game that should never be released!

Titles like Corpse Killer are the reason why I despise FMV games. The cinematics between levels are typical of the B-movie genre and are simply useless. Shooting superimposed zombies on a scrolling, two-dimensional, digitized background is not my idea of a good time. Granted, the video looks better on the Saturn than the Sega CD, but that's not enough reason for Corpse Killers to be ported over. If FMV is the future of gaming, I'm not looking forward to it.

This FMV is nothing more than a bad home version of Operation Wolf with more cinematics. The game is poor all the way through with little to offer over the earlier Sega CD version besides slightly clearer audio. The acting is that of a low-budget movie giving you the same message after a battle no matter if you kill one enemy or all of them. I think it's time game designers put down the video camera and put new programming techniques to use.

Best Feature: The Actors

Worst Feature: Choppy Cinemas

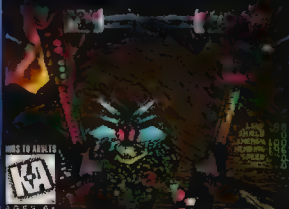
Time To Complete: Medium

Also Try: Any Other FMV Game

saturn

## GHEN WAR

sega of america



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

This title has the makings of a great game, with different types of missions and cool-looking enemies. However, Ghen War fails in generating excitement. Once you start playing, you have no idea where to go, and the subscreens don't help. The graphics are among the best seen on the Saturn. Everything scrolls smoothly, but your perspective hurts the gameplay. While the mountains were a nice idea, they just created too many problems.

This is another example of a game that had a really good chance of becoming a great title, but in the end, loses out due to more negative features than positive. One of the major problems with the game is the graphics. They are far from acceptable for the capabilities of the system. Another problem is excitement. When playing a game of this nature, there should be some strategy involved, not mindless roaming around in a mech, targeting enemies with no intelligence.

With its easy-to-use interface, smooth-scrolling landscapes and ease of control, Ghen War has potential. Its main downfall is that the game has absolutely no point; you find yourself walking aimlessly around planets shooting at the occasional enemies (who look like Stripe from *Grammies*) with nowhere to go and no mission objective. It's a good attempt at a mech game, but with no goals or point, this game is as fun as having a lobotomy.

Ghen War is an average mech-battling game. The texture-mapped graphics of the enemies and the countryside are detailed and uphold the visual end of this title. While the landscape is fine to look at when you are in a flat area, a problem arises while trying to jump a hill when you are up close and have a face full of rock. The effect is similar to placing a bag over your head while you jump aimlessly. This title needs some serious revamping to make it appealing to players.

Best Feature: Decent Cockpit

Worst Feature: Wall of Rock

Time To Complete: Medium

Also Try: Mech Warrior-PC

ANDREW

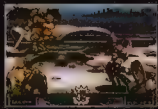
MARK

MIKE

SUSHI

The logo for the television series "Mighty Morphin Power Rangers". It features the words "MIGHTY" and "MORPHIN" in white, blocky, sans-serif capital letters on a red, three-dimensional rectangular base. A large, stylized, multi-colored "F" (representing the number 5) is positioned behind the text. Below the base, the words "POWER" and "RANGERS" are written in a large, yellow, outlined, sans-serif font, appearing to be on a separate level or floating. The entire logo is set against a dark, purple, textured background.

IT'S A ONE-ON-ONE, HEAD BUTTING, BODY SLAMMING, JAW BREAKING, DONE CRUNCHING, ALL OUT SLUGFEST, FEATURING THE THUNDER MEGAZORD™, THE SHOGUN MEGAZORD™, THE WHITE TIGERZORD™, LORD ZED™, GOLDAR™ AND MANY MORE OF THE BEST LOVED AND HATED POWER RANGERS™ CHARACTERS. WITH INCREDIBLE GRAPHICS, BRAIN NUMBING SOUND EFFECTS, AND A NON-STOP BARRAGE OF HAND-TO-HAND COMBAT, THIS IS ONE GAME THAT'S REALLY GONNA KNOCK YOU OUT.



playstation

## PHILOSOMA

sony computer enter.



category: release date:

Shooter

Now

challenge:

back-up:

Adjustable

None

Philosoma is a decent shooter with outstanding graphics and control that is right on the mark. This in itself makes it above average, but when you couple it with five different perspectives and the most incredible CG around, Philosoma really shines. The different views keep this CD fresh. I particularly like the perspective that is reminiscent of Zaxxon. The audio is top-notch, as is the story. Philosoma will keep you at the edge of your seat. I wish it was longer, though.

I have played many shooters in my time, and while not being my favorite type of game, I must give credit where credit is due. Philosoma rocks! This title could easily get an award for coming up with some of the coolest concepts in a game. Almost every possible perspective you could imagine in a game will be thrown at you throughout the battle. Both the sound and the music get an A+. The game graphics are excellent and the cinematics are must-see. Great game!

I'm not much of a shooter fan, but this game is pretty cool. Philosoma pushes the PlayStation's processing power to the limit. The different perspectives used in this shooter are innovative and could set new standards in the shooter genre. Philosoma is not too difficult for the novice but difficult enough for hardcore shooter fans. The game is nonstop action with great music, sound effects and totally killer cinematics that would give any gamer sensory overload!

The changing perspectives on every level are the backbone of this PSX shooter. The graphics are clear, making Philosoma a balanced game that matches the stunning cinematics found after every level. Your ship controls smoothly and precisely but the same views that make this game unique also make it somewhat disturbing. Some of the new and unusual views are a little to get used to, but this is still a very fresh shooter. One drawback is that it is a little short after you get into it.

Best Feature: Perspective

Worst Feature: Front Views

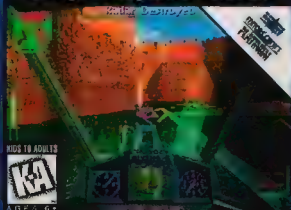
Time To Complete: Long

Also Try: Viewpoint, Novastorm

playstation

## WARHAWK

sony computer enter.



category: release date:

Sim/Shooter

Now

challenge:

back-up:

Adjustable

Password

Wow! Warhawk is the best flight game I've ever played. I can't describe how cool this game is. Everything scales smoothly, and the enemies are intelligent. The missions vary, and each one is loaded with unique challenges. Warhawk looks as good as it plays. The controls are precise, and you have a wide variety of options at your disposal. The music is simply awesome. Warhawk is worth purchasing. No other flight game has this level of intensity.

I have waited my entire life for a game like Warhawk. It has everything you could ever want from a game. For one, the game utilizes every button on the PSX controller, and believe me, you will use them. I have always loved a game with a challenge, and Warhawk requires more strategy and skill than even the most experienced players will have. Excellent control, killer graphics and smokin' sound effects are just the beginning. The only drawback is the small number of levels.

This game is by far one of the best games out for the PlayStation. The graphics are colorful and detailed, the sound is crystal clear and the scrolling is as smooth as silk. The scrolling and perspective are so real that you can almost feel the G-forces pressing you against your seat. Although the game only has six missions, they are huge and can last from five minutes to an hour and a half. I can honestly play this game over and over again and not get sick of it!

Warhawk is bound for glory. Outstanding visuals, sound effects and gameplay make it the most enjoyable sim on the market today. It requires a delicate balance of strategy and skill to complete the giant levels of previously unseen depth and realism. The only problem with Warhawk is the number of levels; the game is so good you find yourself looking for more. Warhawk has everything you can hope for in a sim. If you are only getting one PSX title this year, this should be it.

Best Feature: Everything

Worst Feature: Need More Levels

Time To Complete: Medium

Also Try: Scramble Cobra

3do

## LOST EDEN

virgin interactive



category: release date:

Adventure

Now

challenge:

back-up:

Moderate

Battery

The 3DO now has one of the coolest adventure games I've seen in a long time. The rich backgrounds and story bring the world alive. The graphics are phenomenal with video sequences dividing each area. I really liked the interface, which was an efficient point-and-click setup. The quest started off slowly, but once it got going, I was glued to the TV. Adventures of this quality don't appear very often, so this one is certainly worth picking up. One of the best 3DO titles.

Lost Eden is an RPG-type title that features a lot of full-motion video cinematics. One of the game's better aspects is the story. I was pulled into the game right from the beginning. The game plays a lot like a cross between 7th Guest and Myst, which means that you're going to need some time and patience for this kind of title. On the downside, the game moves along at a fairly slow pace, and the musical score is truly impossible to deal with. Could have been better!

This is a good blend of RPG and adventure that takes place in a great-looking, computer-generated world. The unique, easy-to-use interface allows you to navigate, speak to other characters and look at and pick up particular items all with one cursor and a button. The different cast of characters you interact with and the puzzles you encounter make this game interesting and fun to play. RPGers and adventurers alike will find this game enjoyable.

A highly enjoyable adventure game with a surprisingly easy-to-learn interface. The cinematics that follow every important action are interesting and fit well into the story line, while the relaxing background music lets you unwind as you adventure in the mystical world and attempt to make the dinosaurs and humans coexist in harmony. Lost Eden may appear to be a bad B-movie at first glance, but it is challenging and enjoyable all the way through.

Best Feature: Cool Cinemas

Worst Feature: Drags At Times

Time To Complete: Long

Also Try: D

ANDREW

MARK

MIKE

SUSHI

# TARGET OR BE TARGETED!

**T**he battle rages on. Two opponents. Two strategies. The year is 1941 and the scene is the Pacific. Japanese Zeros appear on the horizon, marking the beginning of World War II. From Pearl Harbor to unconditional surrender, this is your battlefield.

PTO II delivers the power to control this infamous war. With new technology, faster and better war machines are at your disposal. Command the guns of the mighty Missouri, launch devastating Japanese fighter attacks, or storm the beaches of Okinawa. India, Australia, and the east coast of the United States mark new regions for enemy domination. Three campaigns await the most ambitious of generals while single-ship engagements prepare you for more!

- Play one of three major campaigns or seven short scenarios
- Set your own victory conditions
- Execute precise military maneuvers with over 100 unique officers
  - Select from 120 warships, 60 fighters & bombers, 20 submarines, & 10 categories of tanks
  - Intercept & decipher enemy messages using technologically advanced weaponry
- Command forces from 70 strategic bases around the globe
- Full motion video enhances special events and commands (not available for Super NES or IBM CD)
- One or two player excitement

SUPER NES SCREEN SHOT

TORPEDOES ARE A DEADLY FORM OF ATTACK.

STRONGARM PRESIDENTS, PRIME MINISTERS AND COMMANDERS.

POWERFUL GUNS PROVIDE LONG-RANGE FIRE POWER.

## PTO II

Pacific Theater of Operations

Coming Soon for:



Available at your favorite retailers nationwide. Phone 415/348-0500 for additional information or to order direct.

### KOEI

**KOEI Corporation**  
1350 Bayshore Hwy, Suite 540  
Burlingame, CA 94010

PTO II is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System, and the official seals are trademarks of Nintendo of America. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Microsoft, Microsoft Windows, and the official logos are trademarks of Microsoft Corporation. All Rights Reserved.



3do

## WOLFENSTEIN 3D

interplay



category: release date:

Action

Now

challenge:

back-up:

Adjustable

Battery

This is the best version of Wolfenstein I've played. The control is perfect. The whole game looks so clear it takes getting used to. There are plenty of levels to keep you busy, and secrets can be found almost anywhere. I like all of the weapons, from the flamethrower to the Gatling gun. The enemies are intelligent, almost to the point of being merciless. One word of advice: Don't play it for hours, otherwise you'll get a massive migraine headache. Really good.

Wolfenstein 3D is definitely an excellent version of it's original masterpiece, with the exception of a few minor cosmetic changes that will not affect the gameplay whatsoever. Overall, Wolfenstein plays very well. With the ability to have extra weapons, such as the Rocket Launcher, you will have no choice but to have a good time. Besides having crisp graphics and great sound, 50 levels make Wolfenstein a perfect game for anybody's nostalgia collection.

Boy, does this game bring back memories. This title is a great translation from the original with new items like the backpack, flamethrower and rocket launcher. Unlike other translations to gaming platforms, the 3DO version is uncensored from the pictures of Hitler and swastikas on the walls to the guard yelling "Ach!ung!" instead of "Hey!" With a total of 50 levels (30 Wolfenstein levels, and 30 Escape from Wolfenstein levels), this game is a must-have for Wolfenstein fans.

The old classic returns in the best conversion yet for the granddaddy of first-person games. Wolfenstein 3D has all of the smoothness seen in the computer version plus new weapons and equipment, such as the backpack, rocket launchers and flamethrower. Hats off to Interplay for upholding the traditional look by keeping the Nazi paraphernalia in the title. You have had enough of all the Doom clones out there, try the one that started the first-person game revolution.

Best Feature: Smoothness

Worst Feature: Eye Strain

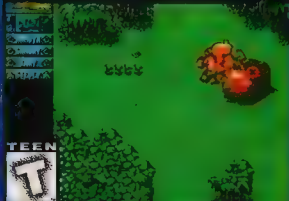
Time To Complete: Long

Also Try: Other Wolfenstein 3Ds

3do

## CANNON FODDER

virgin interactive



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

Just what I wanted: a fun, mindless shooter. The gameplay is simplistic yet original. It has some humorous CG cinematics in the beginning, but you'll only want to watch them once. The graphics of the characters are a bit too small. It would have been nice to see some more detail. The setup to the game and story are humorous. I lend to every game that only takes themselves too seriously. If you want a simple shooter that's loads of fun, Cannon Fodder has what you need.

Every once in a while a game comes along that is so fun, it's nearly impossible to put down. Cannon Fodder fits into this category! For a game that really doesn't have anything that special when it comes to graphics or sound, Cannon Fodder delivers some of the best mindless fun I've had in a long time. The only room for improvement on this game would be to see it ported over to the PSX where you could link two systems together and battle against a partner.

Cannon Fodder is a great combination of strategy and fun. The simple and easy-to-use interface allows you to do everything from switching your weapons to spitting up your company. The control of the company and crosshairs use a simple point-and-click cursor that can be learned instantaneously. Cannon Fodder seemed too easy at first, but grew increasingly difficult as the missions progressed, which is perfect for beginners as well as expert players.

Graphically simplistic, Cannon Fodder brings nothing new to the 3DO. The sprites are small and the sound effects are nothing a cat couldn't handle. What makes this game good is the depth and ease of gameplay that this title delivers, making it fun for players of all ages to enjoy. The satirical humor of random destruction and enemies adding in agony gives players the incentive to tackle the increasing level of difficulty and fight harder to finish each of the stages.

Best Feature: Enemies In Agony

Worst Feature: Only One Player

Time To Complete: Medium

Also Try: Cannon Fodder -PC

3do

## DAEDALUS ENCOUNTER

panasonic



category: release date:

Adventure

Now

challenge:

back-up:

Adjustable

Battery

Daedalus Encounter is an okay game. The game is mostly composed of clear video, with hardly any interaction. Instead of action, there are puzzles. The story gets pretty cool, and Tia is easy on the eyes. I just wish there was more interaction with the game. Daedalus Encounter is better if you have two people looking at it. Think of the control as a clever way to playing PLAY on a VCR. If you want to watch a cool story unfold and love video, this is one of the better games.

I have never been a big fan of any FMV games. But if I had to pick out a couple of the top-notch ones, Daedalus Encounter would be at the top of my list. One of the major problems that has plagued this type of game is not enough interaction between the player and the game. DE does a good job of offering the player a little bit of everything without coming across like a movie. Both the audio and video are well above average for the 3DO.

This great title, originally made for PC, is one of the few FMV games I actually got into. The video and audio quality is surprisingly good for a 3DO title and the actors can actually act (unlike numerous other cheapie FMV games). The puzzles encountered throughout the game make you think, but aren't too difficult. The major downfall of the game are the cinematics between interactions; it seems like you are actually watching a game instead of playing one.

Daedalus Encounter is the hottest FMV game available today. The outstanding graphics and sound incorporated into the four CDs make up the bulk of the movie-like cinematics. The game relies oniddle solving to direct you through the one-path story in a pass-or-fail manner. The controls are imaginative and easy to use, making the game enjoyable even though you end up watching it play more than you interact with it. A great game if you like FMV titles.

Best Feature: Tia Carrere

Worst Feature: Long Cinemas

Time To Complete: Long

Also Try: Lost Eden and DE-PC

# BUSTED

# SYSTEM?

**Get back into the  
game immediately  
with Power Swap.<sup>SM</sup>  
Power Swap gives  
you a permanent  
replacement unit  
NOW. You'll  
be back into the  
game with no wait  
and little expense!!**

1-800-255-3700

**Call for the nearest repair center!**

## Get back in the game!

**\$25**

**\$35**

**\$25**

jaguar cd

## BLUE LIGHTNING

atari



category:

release date:

Shooter

Now

challenge:

back-up:

Adjustable

Battery

I'm sorry, but this game doesn't cut it. Blue Lightning looks and plays like a bad Commodore 64 game. Heck, even the Lynx version was better. The gameplay is surprisingly slow, and when you do a barrel roll, the whole game slows down. The audio is average for a CD game, nothing special. If you're going to have a game on a 64-Bit CD-ROM system, it should at least be able to compete with 16-Bit flight sims. Give me AfterBurner or Air Diver any day.

If the Jag CD's job is to improve the quality of the next generation of games that will be released for this new unit, then there is a definite problem here. First of all, this game doesn't need to be on a CD. Besides the fancy cinematics between the missions, the flight graphics are some of the worst that I have ever seen. The sound and control isn't much better either. Maybe the games are on CD because they're cheaper to make? This one just doesn't make the cut.

I was expecting way more from a 64-Bit CD system. This game was actually better on the Atari Lynx than the Jag CD. The game's graphics are comparable to AfterBurner on the Sega Master System. Choppy four frames per second animations and slowdown when more than two enemies appear on screen become annoying and will make you wonder why you're playing this game. In my opinion, do not waste your time playing this game. It rots!

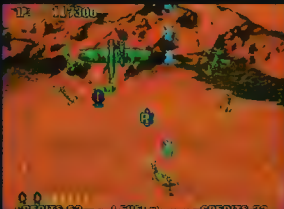
The Jaguar version of Blue Lightning depressed me. The Lynx version offered a great game that was fun to play, while the Jag version just made me long for the hand-held release of old. The graphics are excessively poor and the control makes destroying the constant screen full of enemies impossible. Advancing through the game and getting new and different styles of aircraft is an appealing addition, but still can't save this title from certain doom.

**Best Feature:** Different Planes**Worst Feature:** Not the Lynx Version**Time To Complete:** Medium**Also Try:** Lynx Version

neo-geo

## AERO FIGHTERS 3

snk



category:

release date:

Shooter

Now

challenge:

back-up:

Moderate

None

Aero Fighters 3 is a tired shooter. The graphics are dismal and bland. Where the other versions had creative planes, this one just bored me. The audio was trinky and hollow sounding. The gameplay was only average. As an arcade shooter, the instant hits are plentiful to the point of being frustrating. Overall, Aero Fighters 3 is a poor Neo Geo shooter. You'd be better off playing Last Resort or Alpha Mission 2 instead. I would pass this one up because it's not even worth a token.

I enjoy a good shooter from time to time, but Aero Fighters is just way too hard. Difficultly usually isn't a problem for me. But in Aero Fighters, it's not even worth it to collect any of the power-ups, because it will only be a matter of seconds before you take a bullet and have to start over from the beginning. I thought the graphics were okay, and the Bosses were pretty cool, but it really isn't anything that we haven't seen before in a shooter. Playing Aero Fighters was more work than play.

This game is just another of the many shooters that have crashed and burned due to monotony. The graphics are grainy and bland at best. The multiple planes with their own special attacks is a nice touch, but it's a shame that this is the best it has to offer. Playing Aero Fighters 3 and taking numerous amounts of mandatory hits is not my idea of a good time. Unless you must own every shooter made for NeoGeo, I would pass this one up. It could've been better.

The graphics of Aero Fighters 3 are grainy and break into the fair category at their best, while the animation would be more welcome on a 16-Bit platform instead of the NeoGeo. The 10 different planes, each with its own weapon, special attack and customized ending, are a great touch, thankfully adding more replay value for the stack of cash this title demands. Aero Fighters 3 is more of the same as seen before with countless other aviation shooters.

**Best Feature:** The Flying Dolphin**Worst Feature:** Repeating Levels**Time To Complete:** Medium**Also Try:** Take Your Pick

game boy

## ARCADE CLASSICS 4

nintendo



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

I used to love Joust and Defender, but they just don't translate well to the Game Boy. The graphics are just too small. Even if you use the Super Game Boy, the games are hard to play. Defender is pretty bad. The whole "feel" just seems wrong. Joust is the lesser of the two evils, being a little more playable on the Super Game Boy. Unlike the earlier classics titles, this one just didn't work for me. Joust and Defender were fun long ago, but nowadays they are monotonous.

ArCADE Classics is a great idea for a portable cart, but the problem is, the games do not play like the original arcade hits. Defender is the better of two overall, with gameplay and graphics that slightly resemble the original. Joust is another story though. The game is very hard to control, and the graphics need some work before I would consider it close to the original. If you really feel the need to play an arcade classic, maybe you should head out to the arcade!

These games bring back memories of the good old days of gaming and introduce the new generation of gamers to these old arcade classics. The games are a good translation of the original, but I don't see how it can be played on the small Game Boy screen. Once you get used to the control (which is somewhat sluggish), the game is quite addictive. Unless you have a Super Game Boy to play this cart, you might want to think twice about purchasing it.

As someone who has played my share of Joust and Defender, ACA got my interest by offering both of the classics to people on the go. The GB handles the simple graphics and sound to bring players a close-to-original adaptation. I do, however, question the reasoning behind bringing the titles back into the faces of a new generation of gamers. These titles were great once, but in today's world, they need to be redone—not reduced to an even simpler format.

**Best Feature:** Old Classics**Worst Feature:** Bad Then, Bad Now**Time To Complete:** Medium**Also Try:** Other Arcade Classics

ANDREW

MARK

MACE

SUSHI

{ An introduction to the hierarchy of Doom. }



Doom. **The Sony Playstation Custom Edition.** Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.

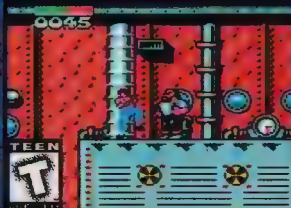


DOOM™ © 1993 id Software, Inc. All rights reserved. DOOM™ in the Sony Playstation Platform © 1995 id Software, Inc. All rights reserved. Distributed by Williams Entertainment Inc. under license from GT Interactive Software Corp. DOOM™ the DOOM logo™ character names, images, descriptive likeness and other elements depicted thereof, are trademarks and the exclusive copyrighted property of id Software, Inc. The id™ and the id logo™ are trademarks and the exclusive copyrighted property of id Software, Inc. Williams™ is a registered trademark of Williams Electronics Games, Inc. GT™ and the GT logo™ are trademarks of GT Interactive Software Corp. All other trademarks are property of their respective companies.

game gear

# DRAGON

acclaim



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

It starts with some of the best music I've heard on the Game Gear. The graphics were cool, and it even had some digitized scenes. The game was more along the lines of Shinobi, rather than a fighting game. Dragon controls fairly well until you try doing moves. Simple punches and kicks are really tough to do. It's also hard to tell what you can jump on. Since these are the basics to the game, it tends to get frustrating. Dragon is okay. If the control was better, it would be decent.

Not one of the best games that I've seen on the Game Gear, but Dragon has enough good qualities to make it a well-rounded action title. Some of the more impressive features include huge levels that not only scroll side by side, but also up and down. Your character is fairly simple to control, and the moves take no or little effort to get off. The game does a good job at following the story of the movie, and the above-average graphics make Dragon a worthwhile title to check out.

This title is another one of those "based on the movie" games in which (unfortunately) the movie is much better than the game. The game suffers from below-average graphics and sluggish and slow controls. As in most games of this nature, the levels and enemies tend to become repetitive after the first few minutes. Dragon requires no skill whatsoever; you use your own reflexes to cross the same sweep move to attack every enemy that crosses your path.

Dragon plays impressively for a Game Gear title. I like the number of moves and the easy jumping between different platforms. The sound can actually be distinguished as more than the standard clicks and pops of the Game Gear. Bruce's attacks control well even with the expected shortage of buttons. One problem is that the moves tend to be on the slow side, requiring that they be performed early while an enemy is an exact distance away.

**Best Feature:** Level Jumping

**Worst Feature:** Slow Attacks

**Time To Complete:** Medium

**Also Try:** Cutthroat Island

game gear

# SONIC DRIFT 2

sega of america



category:

release date:

Action

Now

challenge:

back-up:

Adjustable

None

Sonic Drift 2 is a Mario Kart clone in nearly every way. There are more characters than the original, but there doesn't seem to be enough differences between the characters. This game would have been better suited to the Saturn. As a portable game, Sonic Drift 2 is just okay. The continual flashing as the road passed gives me a major headache. The fact that you can play as mecha Sonic earned this game an extra point. Sonic Drift is okay. Not the best, just okay.

I thought we saw the last of Sonic. Well, that's not the case because he's back on the Game Gear. I was doubtful at first, but after getting used to the controls, I had a good time with the game. I was really impressed with how fast Sonic could move through the levels. Some of the drawbacks are the graphics—they're nothing too spectacular, and the game is very simple. Overall, Sonic Drift 2 will make an excellent addition to anybody's Game Gear collection.

Fans of the original Sonic Drift or Mario Kart will enjoy Sonic Drift 2. With many options such as turning enemies off or on, difficulty, 12 tracks to race on and a choice of seven characters to race as, this cart is packed full of fun. The clean graphics, smooth-scrolling roads and ease of control make this game especially easy to play on the small Game Gear screen, if you can get past the sound. Sonic Drift 2 is a must have for racing fans and Sonic fanatics.

A portable version of the much loved Mario Kart. Graphically SD2 is sharp and the game speed is ballistic. The tracks are imaginative, forcing you to race through lightning storms and ice levels. Giant banked turns that allow you to ride in the vertical also await the daring. The short field of view in the Game Gear makes players react to road signs with the agility of a cat or suffer horribly. If your reflexes are up to par, Sonic Drift 2 is worth a try.

**Best Feature:** Imaginative Tracks

**Worst Feature:** Field Of View

**Time To Complete:** Medium

**Also Try:** Mario Kart-Super NES

game gear

# CUTTHROAT ISLAND

acclaim



category:

release date:

Action

Now

challenge:

back-up:

Moderate

None

Cutthroat Island is a decent title for the Game Gear. The graphics are clear and the control isn't all that bad. There are plenty of special moves at your disposal, but using them can seem like a hassle. The audio is average. The diversity in the levels makes Cutthroat Island really fun to play, even over an extended period of time. This cart looks and plays like a game that's on the TV. If you are considering a new game for your GG, this one would make a fine choice.

A lot of the action games brought out on the portables suffer because of the low hardware capabilities. Cutthroat Island has some of the better-looking graphics that I've seen on the Game Gear. I'm undecided about the special moves. On one hand, for a two-button game, special moves are a plus. They break up the monotony of jump kicking over and over, but most of the moves in CI are more of a hassle than what they're worth. A decent game, but the control needs some help!

This is one of the most innovative titles that has been released for the Game Gear in a long time. Cutthroat Island pits you (a swashbuckling hero) against sword-wielding enemies while fighting on land, on top of moving carriages, and many other areas. The game contains special moves that you can use, along with sword thrusts, all of which are surprisingly easy to pull off considering you only have two buttons. This is a good title Game Gear owners should check out.

The most diverse Game Gear available to date. It is not only a hack-and-slash sword adventure, but a well-rounded game with different scenery and situations to conquer in each level. The visuals are exceptional. They are clear and detailed enough to allow you to see what is happening even on the small GG screen. The ability to pick up useful weapons and climb on trees is a lot of fun and adds to the game, making it one of the best Game Gear titles yet.

**Best Feature:** Diverse Levels

**Worst Feature:** Control

**Time To Complete:** Medium

**Also Try:** Cutthroat Island-Super NES

"maybe if you didn't play with your worm so much."



**EARTHWORM  
JIM**

The hit video game - Earthworm Jim - new and improved for Windows® 95.  
Twenty potent levels. Pumping 256-color graphics. Heart-racing CD soundtrack.  
It can get distracting.



**ACTIVISION**

Worm your way to <http://www.activision.com> and win!  
Earthworm Jim is a registered trademark of Activision, Inc. ©1995 Activision, Inc. All rights reserved. Earthworm Jim and all related characters are Activision's property. Characters created by Doug Tenenbaum.

# WELCOME THE



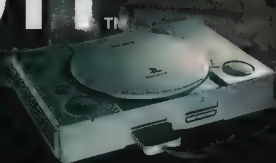
## CHOOSE

### Weapon I - Specialized Joystick

- 7 Turbo speed feature heightens your ability to punish.
- 11 Auto/Turbo feature designed to maximize firepower.
- Q Arcade control (microswitch technology) with 8 button layout.
- L2 Rugged steel control stick and base.
- ^ Slow motion feature and extra long cord.

# PlayStation

## ASCII



# TO ARENA



Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized Controls give you the power to stomp not only your cousin, but any wannabe foolhardy enough to #@! with an Immortal like you!

## YOUR WEAPONS WISELY

### Weapon II Specialized Control Pad

- △ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.



ASCIIWARE

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. These products are compatible with PlayStation game consoles with the NIM/C designation.

1995 ASCII Entertainment Software, Inc. ASCIIWARE® is a registered trademark of ASCII Entertainment Software, Inc. For Customer Service, contact ASCII Entertainment Software, Inc., P.O. Box 6630, San Mateo, CA 94403, (415) 788-9144.

I played Tennis with a Todd. I was sat adrift in the



Virtual Boy  
presents  
more games from

The Third Dimension. Stick your  
head in Virtual Boy  
and you won't be  
the same when you  
pull it out. The



action comes at you from  
places you've never dreamed of.  
See things you've never  
seen before. Like Red Alarm.



TetraBoxer, Galactic Pinball,  
Mario Land, and included with every  
Virtual Boy, Mario's Tennis.  
And more titles to come.



Jump into the Third Dimension  
and see what it feels like  
to be inside the game.



AOL® keyword: NOA  
[www.nintendo.com](http://www.nintendo.com)

System includes Mario's Tennis. Other games sold separately. Software not  
provided. © 1995 Nintendo of America, Inc. ® and ® are trademarks of Nintendo  
of America, Inc. Red Alarm, the Red Alarm logo, TetraBoxer, Galactic Pinball, Mario's Tennis, and  
Mario's Tennis are trademarks of Nintendo of America, Inc.

cosmos. I flew into the mouth of a beast.

It  
was just  
another  
day

in the  
third dimension.

PLAY IT  
LOUD

VIRTUAL BOY

13-b game for a 3-b world

Nintendo

1



VICIOUS WHOOPS!



RUGGED ROAD CONDITIONS  
INCLUDING ICE AND MUD!

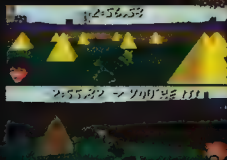


HERE'S MUD IN  
YOUR EYE!



KISS THE SKY!

Get revved up for 3-D dirt bike action in Dirt Trax FX! Wax the competition or crash and burn in the most realistic, moto-cross game of all time! Jump doubles, triples, whoops and tabletops! 22 grueling courses with surprises around every turn! Train on mud and ice in Training Mode! Play dirty as you dare in Tag Mode! It's 3-D moto-cross pumped to the max and Dirt Trax FX makes it dirt real!



2 PLAYER BIKE TAG: YOU'RE IT!

Experience  
next generation  
polygon realism  
with the F/X<sup>2</sup> chip!

SUPER NES<sup>®</sup>



© 1995 Acclaim Entertainment, Inc. Nintendo Game Boy, Super Nintendo Entertainment System, and the Super NES logo are registered trademarks of Nintendo of America, Inc. © 1995 Acclaim Entertainment, Inc. Acclaim is a division of Acclaim Entertainment, Inc. © S & C 1995 Acclaim Entertainment, Inc. All Rights Reserved.

**Acclaim**  
entertainment inc.

# TRICKS OF THE TRADE

## STREET FIGHTER: THE MOVIE

System

Publisher

PlayStation

Acclaim

First, go to the Character Selection screen and highlight Guile. Then press UP, R1, DOWN, L2, RIGHT, L1, LEFT, R2. If it didn't quite work, highlight Guile and try again. Akuma's shadow will appear in your static character box. Here is a list of Akuma's moves:

### CHEAT SHEET:

Play as the  
Boss, Akuma

Warning! This trick is very difficult to do. You must do it quickly and precisely, or it will not work! Try it at your own risk!



Fireball: D, DF, F, Punch  
Red Fireball: B, DB, D, DF, F, Punch  
Air Fireball: (jump) D, DF, F, Punch  
Hurricane Kick: D, DB, B, Kick  
Dragon Punch: F, D, DF, Punch  
Teleport: F, D, DF or B, D, DB plus  
two punches or two kicks  
Double Fireball: (full super bar) D, DF,  
F, two Punches.  
Super Move: D, DF, F, D, DF, F,  
Punch.



Instead of just choosing from the normal characters, the secret character Akuma's shadow will appear in the box.

## MECHWARRIOR 3050

System

Publisher

Super NES

Activision

To access each level of this game, go to the Title screen and access the Options. When you're there, move the arrow to

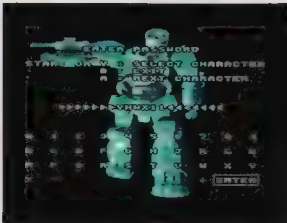
"Password" and enter the following:

Mission 1: BMBRMN  
Mission 2: 65C816  
Mission 3: B1GBND  
Mission 4: FSPRNG  
Mission 5: YHWX11

### CHEAT SHEET:

#### Mission Entry Codes

From Options, enter the Password screen. On this screen, enter any of these codes to access higher mission levels.



From the Options screen, choose "Password." On this screen, enter any code to move to the next mission.



## NEWS FROM THE ZONE

M2 Accelerator Is Coming!

**M2** It's a mega 64-bit adapter that'll supercharge your Panasonic REAL™ 3DO™ System into a 64-bit monster. And check this out! You can still play your 32-bit library!

**3** Hot New Titles!  
Mortal Kombat 3

is coming in April! Updated with new locations, characters and earnings. And it's new for 3DO—exclusively from Panasonic.

**GOOOOOAAALLL!!**

Olympic Soccer Scores Big! Pick a country and battle the best for the gold. First in a series of Olympic titles coming soon. Olympic Basketball and Olympic Games Volumes I and II are also on their way!



**Panasonic**  
Software Company

"GROSS, NASTY,  
DISGUSTING,



SICKENING  
AND SLIMY.  
I LOVE IT!"

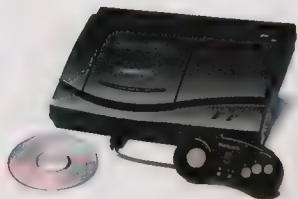
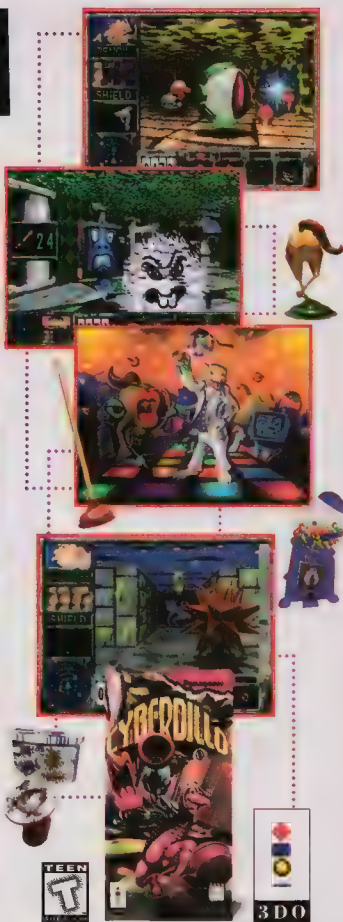
An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy", VA

**CYBERDILLO**



"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfinn is hurtin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later."

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5360



**Panasonic**  
Software Company

## KILLER CODES

### WWF RAW

(Acclaim/32X)

At the beginning of the legal screen, enter this code for Super Punches and START and press UP, UP, UP.

To play as a second character, Kwang, you must press DOWN-A at the Character Selection screen. You then a while as if it was done correctly.

To change Kwang's attributes, you must press DOWN-A at the "Stats" screen. Attributes screen.

Finally, to play a match against the same character, you must press UP-A-C on the Character Selection screen after choosing a character.

Emilio Jimenez  
Waco, CA

To play a match as a wrestler, go to the Vs. screen and enter these separate codes for each wrestler:

Bret Hart: DOWN-LEFT + START  
Yokozuma: UP + A and C  
Luna Vachon: DOWN-LEFT + RIGHT + C

Undertaker: RIGHT + START + A  
Razor Ramon: LEFT + A and C

Sex Luger: DOWN-LEFT + START  
Doink: LEFT + START + A and C

Shawn Michaels: DOWN-LEFT + A and C

Diesel: DOWN-LEFT + START + A and C

Aaron Andrews  
Grafton, OH

## MORTAL KOMBAT 3

System

Publisher

PlayStation

Sony Computer Entertainment

### CHEAT SHEET:

#### Vs. Screen Tricks

After starting a two-player game, select your characters and enter any of these codes at the Vs. screen.



These tricks must be done at the Vs. screen in a two-player game. Both players one and two must enter them at the same time before the Battle screen loads. The numbers in parentheses indicates the number of times you must press each button. The first number is entered with the Square button, the second with the Triangle button and the third with the Circle button. On the Vs. screen the first three symbols will change for P1 and the second three symbols will change for P2. Use the codes below for different results:

P1(100)-P2(100)-  
No throws

P1(020)-P2(020)-  
No Blocking

P1(987)-P2(123)-  
No Meters

P1(033)-P2(000)-  
Half Energy for Player One

P1(000)-P2(033)-  
Half Energy for Player Two

P1(707)-P2(000)-  
Quarter Energy for Player One

P1(000)-P2(707)-  
Quarter Energy for Player Two

P1(688)-P2(422)-  
Dark Fighting

P1(282)-P2(282)-  
Text: No Fear

P1(987)-P2(666)-  
Text: Hold...

P1(460)-P2(460)-  
Random Morphing



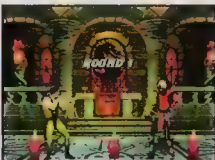
At the Vs. Screen, enter the code with controller one and two.



A message will appear at the bottom if it was entered correctly.



Enter the No Powerbars code at the Vs. Screen.



Now you have no idea how much energy you possess!



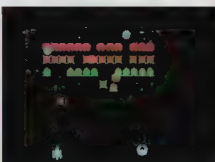
Enter each code before the game starts to load.



A player with half energy makes one unfair fight!



To be taken to another dimension, enter this code.



Both players will compete in an alien blast fest in space!



Winning is the key after this code is entered. Fight a match.

P1(985)-P2(125)-  
Multimode

P1(466)-P2(466)-  
Unlimited Block

P1(642)-P2(468)-  
Galaxian

P1(969)-P2(141)-  
Winner Fights Motaro



Whoever is the winner will be transported to fight Motarol

P1(769)-P2(342)-  
Winner Fights Noob Saibot

P1(033)-P2(564)-  
Winner Fights Shao Kahn

P1(205)-P2(926)-  
Winner Fights Smoke

P1(123)-P2(926)-  
Text: No Knowledge...

# "I'M GONNA FORCE FEED



# THESE CLOWNS A FEW TASTY MISSILES."

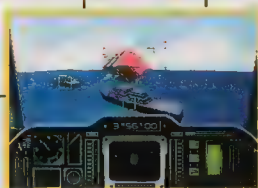
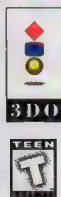
An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

## SCRAMBLE COBRA



"I'm briefed, fucked up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■

HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800-332-5368



**Panasonic**  
Software Division

# TRICKS OF THE TRADE

## DAYTONA USA

System

Saturn

Publisher

Sega

### CHEAT SHEET:

#### Speedometer Change

At the Title screen, hold X+Y+Z on controller two, then hit START on controller one to change your speedometer to kilometers.



Just pick up controller two and at the Title screen, press X+Y+Z then hit START on controller one and begin a new game. You can then race in kilometers per hour.



As soon as they start taking off your tires, enter the code.



Your speedometer should now be set in MPH opposed to MPH.

## ULTRA VORTEX

System

Jaguar

Publisher

Atari

### CHEAT SHEET:

#### Secret Stages

Begin a two-player game. When you reach the point of choosing your stage, press either \* or # to pick two hidden stages!



Here are some hidden stage codes. Choose a two-player game and select your



With this trick, you'll have a new set of stages.

characters. When you reach the screen select, press the # key to access the Hidden Palace. Press the \* key to access the Subway Passage.

Sean McKay, Elmhurst, IL

ICE Cube ON SATURN:

"MAYBE YOU THINK YOU  
KNOW WHO I AM..."

"Okay, no one's ever asked us that. But CHECK IT!  
Sega Saturn is new HOW I SEE THINGS."

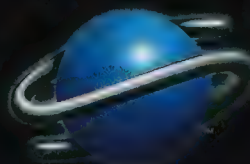
"So if you think you know what it's like...  
OR HOW I FEEL... IT'S NOT LIKE THAT."

"It shares the same architecture as \$20,000 arcade systems."

"MAYBE I'LL WRITE IT, OR..."

"But Sega Saturn pumps the hottest arcade titles straight to..."

"...the next-to-a-fraction-of-the-cost."



"You're welcome. With a gameplay experience..."

"GET ON THE MIKE..."

"...pulls you in, it's no wonder the best games on..."

"YOU'D UNDERSTAND..."

"Like intense sports titles with everything but the jitters..."

"And this Christmas, EXACTLY..."

"Sega Saturn will have the most electrifying library of EXCLUSIVE..."

"WHAT I'M LIKE..."

"Games you can't find anywhere else, or making you know what..."

"I DON'T THINK SO..."

"Sega Saturn is like before you've been experienced..."

"Known as the... package gets ripped..."

# SEGA SATURN™

GO THERE.

# HEAD FOR SATURN



Seggs Sports, Inc. is a national distributor of world seggseggers.com or seggs.com. For more information visit our website at [www.seggsseggers.com](http://www.seggsseggers.com) or call 1-800-451-2222. © 2004 Seggs Sports, Inc. All rights reserved. USA \$5.95/min. air \$1.95/min [info] USA 1-909-451-2222 in Canada \$5.95/min [info] /recorded. You must be 18 or older, or have your parent's permission. Touch-tone phone required. All trademarks are trademarks of ESEA, except where noted. NAIL and the Stanley Cup are registered trademarks of the National Hockey League. Team names and logos depicted are officially licensed trademarks of the NHL. © 2004 NHL Properties, Inc. CA 94068. All Rights Reserved.





SAVE OVER 65% OFF THE COVER PRICE!

**SUBSCRIBE**  
**TO**

1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 2026 2027 2028 2029 2030 2031 2032 2033 2034 2035 2036 2037 2038 2039 2040 2041 2042 2043 2044 2045 2046 2047 2048 2049 2050 2051 2052 2053 2054 2055 2056 2057 2058 2059 2060 2061 2062 2063 2064 2065 2066 2067 2068 2069 2070 2071 2072 2073 2074 2075 2076 2077 2078 2079 2080 2081 2082 2083 2084 2085 2086 2087 2088 2089 2090 2091 2092 2093 2094 2095 2096 2097 2098 2099 2100 2101 2102 2103 2104 2105 2106 2107 2108 2109 2110 2111 2112 2113 2114 2115 2116 2117 2118 2119 2120 2121 2122 2123 2124 2125 2126 2127 2128 2129 2130 2131 2132 2133 2134 2135 2136 2137 2138 2139 2140 2141 2142 2143 2144 2145 2146 2147 2148 2149 2150 2151 2152 2153 2154 2155 2156 2157 2158 2159 2160 2161 2162 2163 2164 2165 2166 2167 2168 2169 2170 2171 2172 2173 2174 2175 2176 2177 2178 2179 2180 2181 2182 2183 2184 2185 2186 2187 2188 2189 2190 2191 2192 2193 2194 2195 2196 2197 2198 2199 2200 2201 2202 2203 2204 2205 2206 2207 2208 2209 2210 2211 2212 2213 2214 2215 2216 2217 2218 2219 2220 2221 2222 2223 2224 2225 2226 2227 2228 2229 2230 2231 2232 2233 2234 2235 2236 2237 2238 2239 2240 2241 2242 2243 2244 2245 2246 2247 2248 2249 2250 2251 2252 2253 2254 2255 2256 2257 2258 2259 2260 2261 2262 2263 2264 2265 2266 2267 2268 2269 2270 2271 2272 2273 2274 2275 2276 2277 2278 2279 2280 2281 2282 2283 2284 2285 2286 2287 2288 2289 2290 2291 2292 2293 2294 2295 2296 2297 2298 2299 2300 2301 2302 2303 2304 2305 2306 2307 2308 2309 2310 2311 2312 2313 2314 2315 2316 2317 2318 2319 2320 2321 2322 2323 2324 2325 2326 2327 2328 2329 2330 2331 2332 2333 2334 2335 2336 2337 2338 2339 2340 2341 2342 2343 2344 2345 2346 2347 2348 2349 2350 2351 2352 2353 2354 2355 2356 2357 2358 2359 2360 2361 2362 2363 2364 2365 2366 2367 2368 2369 2370 2371 2372 2373 2374 2375 2376 2377 2378 2379 2380 2381 2382 2383 2384 2385 2386 2387 2388 2389 2390 2391 2392 2393 2394 2395 2396 2397 2398 2399 2400 2401 2402 2403 2404 2405 2406 2407 2408 2409 2410 2411 2412 2413 2414 2415 2416 2417 2418 2419 2420 2421 2422 2423 2424 2425 2426 2427 2428 2429 2430 2431 2432 2433 2434 2435 2436 2437 2438 2439 2440 2441 2442 2443 2444 2445 2446 2447 2448 2449 2450 2451 2452 2453 2454 2455 2456 2457 2458 2459 2460 2461 2462 2463 2464 2465 2466 2467 2468 2469 2470 2471 2472 2473 2474 2475 2476 2477 2478 2479 2480 2481 2482 2483 2484 2485 2486 2487 2488 2489 2490 2491 2492 2493 2494 2495 2496 2497 2498 2499 2500 2501 2502 2503 2504 2505 2506 2507 2508 2509 2510 2511 2512 2513 2514 2515 2516 2517 2518 2519 2520 2521 2522 2523 2524 2525 2526 2527 2528 2529 2530 2531 2532 2533 2534 2535 2536 2537 2538 2539 2540 2541 2542 2543 2544 2545 2546 2547 2548 2549 2550 2551 2552 2553 2554 2555 2556 2557 2558 2559 2560 2561 2562 2563 2564 2565 2566 2567 2568 2569 2570 2571 2572 2573 2574 2575 2576 2577 2578 2579 2580 2581 2582 2583 2584 2585 2586 2587 2588 2589 2590 2591 2592 2593 2594 2595 2596 2597 2598 2599 2600 2601 2602 2603 2604 2605 2606 2607 2608 2609 2610 2611 2612 2613 2614 2615 2616 2617 2618 2619 2620 2621 2622 2623 2624 2625 2626 2627 2628 2629 2630 2631 2632 2633 2634 2635 2636 2637 2638 2639 2640 2641 2642 2643 2644 2645 2646 2647 2648 2649 2650 2651 2652 2653 2654 2655 2656 2657 2658 2659 2660 2661 2662 2663 2664 2665 2666 2667 2668 2669 2670 2671 2672 2673 2674 2675 2676 2677 2678 2679 2680 2681 2682 2683 2684 2685 2686 2687 2688 2689 2690 2691 2692 2693 2694 2695 2696 2697 2698 2699 2700 2701 2702 2703 2704 2705 2706 2707 2708 2709 2710 2711 2712 2713 2714 2715 2716 2717 2718 2719 2720 2721 2722 2723 2724 2725 2726 2727 2728 2729 2730 2731 2732 2733 2734 2735 2736 2737 2738 2739 2740 2741 2742 2743 2744 2745 2746 2747 2748 2749 2750 2751 2752 2753 2754 2755 2756 2757 2758 2759 2760 2761 2762 2763 2764 2765 2766 2767 2768 2769 2770 2771 2772 2773 2774 2775 2776 2777 2778 2779 2780 2781 2782 2783 2784 2785 2786 2787 2788 2789 2790 2791 2792 2793 2794 2795 2796 2797 2798 2799 2800 2801 2802 2803 2804 2805 2806 2807 2808

**SUBSCRIBE NOW AND RECIEVE:**

● **重要提示** 本教材在编写过程中参考了有关文献, 在此向有关作者致以诚挚的谢意。由于编者水平有限, 教材中难免有疏漏之处, 恳请广大读者批评指正。

## QUARTERMAN CHEAT SHEET MONTHLY



**EGM<sup>®</sup>**  
and  
**EGM<sup>2</sup><sup>®</sup>**

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_ Sex: M / F  
Phone (\_\_\_\_) \_\_\_\_\_ Year Born 19\_\_\_\_  
E-Mail \_\_\_\_\_

└ 24 issues per year - \$36.95

☐ Payment Enclosed      ☐ Bill Me

For faster service on Visa or Mastercard orders call toll-free:

**1-800-846-8503**

Please wait 6-8 weeks for your first issue to arrive. Enclose U.S. Funds Only. Canada & Mexico add \$12.00 per year. Foreign rate \$100 per year. \* With Paid Subscription. EMM001

# PLAY



**BUSINESS REPLY MAIL**

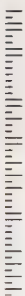
FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL

POSTAGE WILL BE PAID BY ADDRESSEE

NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



**ELECTRONIC GAMING MONTHLY**  
**P.O. BOX 1733**  
**LOMBARD, IL 60148-9625**



# THE ULTIMATE POWER PLAY

**subscribe to**

# ECM

and

# ECM2

## GET 24 ISSUES

**DELIVERED EVERY TWO WEEKS FOR**

**ONLY  
\$36.95**

**The biggest and best video game mag with new reviews, layouts and the first info on the hottest new games!**

**A new format with more tips, codes and gameblowouts than any other magazine! A necessary companion to EGM!**

**FREE WITH EVERY SUBSCRIPTION "EGM's 500 HOTTEST TIPS"**  
USE THE SPECIAL SAVINGS COUPON IN THIS ISSUE TO ORDER NOW OR

**CALL 1.800.846.8503**

**OR VISIT THE NUKE INTERNET INTERFACE TO START YOUR  
SUBSCRIPTION ONLINE AT <http://www.nuke.com>**

## KILLER CODES

### KILLER INSTINCT

Using Spinal in a match, perform a Bone Shaker by pressing: Forward, Forward, Medium Punch, immediately after mis, perform a Skeleport by pressing: DOWN, DOWN and Medium Punch. You should then be transformed into your opposing player and will be able to pull off more vicious moves and take control!

Dwayne McKnight  
Charlotte, NC

### RIDGE RACER

This trick will allow you to rotate the cars and tracks in two directions. Go past the Title screen and enter the Car Select screen. Move to any car and press and hold either the top L1 or the top R2 button. The car will spin faster and change directions while you press the alternate button. You can also do this for the Course Select and rotate the course in the same manner.



Using the top L1 and R1 buttons, you can rotate the cars and racetracks left or right at a fast or slow speed.

## MORTAL KOMBAT 3

System

Publisher

Super NES/Genesis

Williams Entertainment

### CHEAT SHEET:

#### Tons of Secret Codes

These codes are specified by system and are not interchangeable. Follow the instructions below carefully.



#### Super NES

**Kool Stuff:** At the Menu screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, A, B, A.

**Kooler Stuff:** At the Menu screen, press SELECT, A, B, RIGHT, LEFT, DOWN, DOWN, UP, UP.

**Scott's Stuff:** At the Menu screen, press X, B, A, Y, UP, LEFT, DOWN, RIGHT, DOWN.

To play as Smoke, do this code right after you turn the game on. Hold LEFT and button A at the Copyright screen. When the Williams logo appears, press and hold RIGHT and B. After that, hold X+Y together when the statement, "There is No Knowledge Without Power" appears. After this, Smoke will walk onto the screen with the MK3 logo!

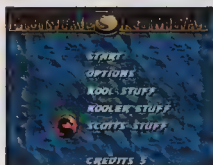
To get Tournament Mode, go to the Menu screen and hold buttons L and R. While holding these, press START.

For Stealth Select, go to the Character Selection screen and rotate the control pad counterclockwise and then press SELECT.

#### Genesis

**Cheats:** At the Main Menu screen, press A, C, UP, B, UP, B, A, D. You'll see a new Cheats option appear underneath the others.

To play as Smoke, wait for the MK3 logo to appear (before the Main Menu screen). As soon as you



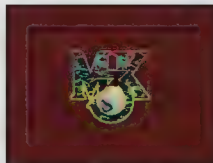
Enter three sets of cheat codes for new Menu options on SNES.



On a two-player game, one person can play as Motaro!



To play as Smoke, begin the trick here on Super NES.



Enter the Genesis Smoke code at this MK3 logo.



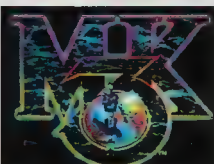
When Start Game/Options appear, do the Cheats code.



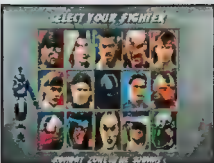
Within the menus are cheats that enable characters.



Also on a two-player game, Shao Kahn may be chosen!



Smoke will walk onto the MK3 screen to confirm it worked!



Smoke can now be selected from the center screen box!



Choose this new option to access the Cheats Menu!

Selection screen.  
To get Tournament Mode, go to the Main Menu and press and hold all three (six for a six-button controller) buttons then press START.  
Doug Greenwood, New Denver, Canada



THINK OF IT AS LITTLE TOY BLOCKS  
**ON GREAT BIG STEROIDS**

**R**emember the simple joy of building with blocks? Now take that mental image and pump it up. Way up. Because with *SimCity 2000*, you construct an entire city from the ground up—and lead its residents into the next millennium. And instead of chunks of wood, you wield 32-bit, landscape-morphing graphics. So you can expand your city with virtual bulldozers. Or turn 1950s tract homes into a solar-powered techno-burb (hey, this isn't a child's play). So get pumped for the ultimate block party: *SimCity 2000*. Now playing on Sega Saturn. Coming soon for Sony PlayStation.



**SIMCITY 2000**

© 1995 Maxis, Inc. All rights reserved. SimCity 2000 and Maxis are registered trademarks of Maxis, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. For product or ordering information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web page at <http://www.maxis.com>

# TRICKS OF THE TRADE

## KILLER CODES

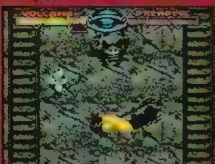
### ULTRA VORTEX

**At the Title screen, press the numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, and 0.** This will bring up the Main Menu screen and allow you to select between Normal and Turbo Mode. The gameplay is much faster and the boss are more challenging in Turbo Mode.



**At the screen, press the numbers 1, 2, 3 simultaneously.**

To get a Modern Civilization Mode, go to the Title screen and press the numbers 9, 1 and 1 simultaneously. You will see the word "Access". The word "Access" will appear on the screen. To perform a Super Ancient Battle, press the word "Access" on the screen. To get a Modern Civilization Mode, go to the Title screen and press the numbers 9, 1 and 1 simultaneously. You will see the word "Access". The word "Access" will appear on the screen. To perform a Super Ancient Battle, press the word "Access" on the screen.



## MORTAL KOMBAT 3

System

Publisher

PlayStation

Sony Computer Entertainment

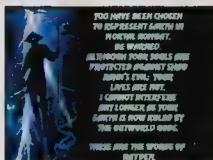
After the game loads for a bit, you'll see a cinema intro with Rayden. As soon as this screen appears, press Triangle, Square, Circle, X,

L1, L2. Press START. When the menu block appears with the word, "Kombat" on it, press UP and you'll see a blue question mark. Press a button to access this, and you'll get a Cheat Menu where you can access levels, Smoke, unlimited fatality time, etc.

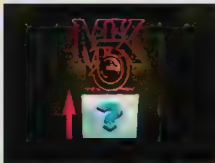
### CHEAT SHEET:

#### MK3 Cheat Menu

When the story starts with Rayden, enter: Triangle, Square, Circle, X, L1, L2. You will hear a confirming "swoosh."



Enter the code when you see this cinematic introduction.



When you see the word, "Kombat," press UP.



Choose the question mark to access this Cheat Menu!

## LETHAL ENFORCERS II: GUN FIGHTERS

System

Publisher

Sega CD

Konami

### CHEAT SHEET:

#### Stage Select

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C.



At the Title screen, take the first controller and enter: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C. You'll hear a confirming sound if it worked. Now you can choose your stage!

Richard Ibanez  
Quezon City, Philippines



Access a Secret Stage Select!

## THE ADVENTURES OF BATMAN & ROBIN

System

Publisher

Sega CD

Sega

### CHEAT SHEET:

#### Level Skip

Press START to pause. Now press B, A, DOWN, B, A, DOWN, LEFT, UP, C. Do this in each level to reach the end of the game!



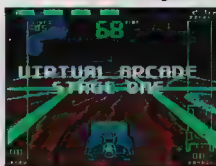
At any point while playing the game, press START to pause. Now press B, A, DOWN, B, A, DOWN, LEFT,



While in the game, press START to pause and enter the code.

UP, C. When you do this, the screen will go to a cinema, and then the next stage.

Rai Panducita; Los Angeles, CA



You'll see a cinema and then warp to the next stage!



"I didn't think a ball could fit there."

"I don't think you're supposed to move them when they're all broken like that."

"Help him up."



At long last, head football action for the PlayStation 2 and Xbox 2. Quarterback Attack: The game running across 32 new football franchises and 100+ players. It's all over! Hundreds of plays and one of the most realistic to get your hands on. This is the first pro-sports franchise to put you in the helmet of the quarterback. How long you manage to stay there's up to you. Available on PS2 and Xbox. Release date: 10/15/03. Quarterback Attack: 10/15/03. Xbox: 10/15/03.

**QUARTERBACK  
ATTACK**

**ESPN  
SPORTSZONE**

For more information, visit [www.espn.com](http://www.espn.com) or call 1-800-854-8544. For more information, visit [www.espn.com](http://www.espn.com) or call 1-800-854-8544.



# EITHER WAY...YOU'

## Features

Tune-up your car for maximum performance by adding a turbo charger, racing suspension, VR rated tires and much more!

Blast across three grueling mountain courses in whichever direction you prefer!

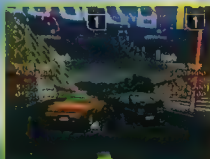
Unique split-screen feature merges when racing action gets up close and personal!

Customize the color, body type and engine components of your car!

Get the best time and become the King Of The Mountain!

Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

Buckle up and scream down the tracks in some of the hottest cars this side of Detroit. Race the clock in a never-ending battle of nerves vs. time as you pit yourself against roads built at the top of the world. The better you do, the more power you'll crave! Finely tuned, your vehicle can blow the doors off anything on the road — but can you really handle THAT much power?



# ATLUS

ATLUS CORPORATION  
10000 WILSON AVENUE  
CITY OF HOUSTON, TEXAS 77036  
TEL: 281-410-1000  
FAX: 281-410-1001  
WWW.ATLUS.COM

# RE GONNA SCREAM!

In the near future, Moonbase "HAMLET" is overrun by alien invaders from an unknown source. The A-MAX FACTORIES Corporation sends you and five other highly-trained and heavily armed "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high tech armor and weaponry to blast them into atoms!

Travel deep beneath the lifeless surface of the moon in man-made tunnels that extend to the horizon. Explore the cavernous moon base in this gripping RPG/Action drama and get set for anything! You'll face challenges as both a warrior and a detective. Find the secret to ridding the outpost of alien invaders, then, pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!



## FEATURES:

- ✦ Your armor adapts into three super-powered formations: Combat, Assault, and Cruise!
- ✦ Collect multiple weapon enhancements to super-charge your Griffon!
- ✦ Obtain vital clues for the key to surviving your next assault!
- ✦ Scan enemy aliens to learn their deadly potential before you engage in combat!
- ✦ Multiple weapons arrays allow you to customize the fight to your style!

ATLUS

PANTHER SOFTWARE INC.



PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment Inc. ©1995 PANTHER SOFTWARE INC. All Rights Reserved. Published by Atlus Software. Atlus is a registered trademark of Atlus Software, Inc. Call 1-800-721-0779 for Game Rating Information.

CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE. TREASURE BY THE BAY. ONLY ON 3DO PHOENIX 3. SNOW JOB ONLY ON 3DO BATTLEPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO

BATTLEPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

# Sex. Drugs. Violence. Weapons. San Francisco. Men In Tights.



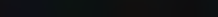
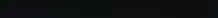
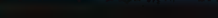
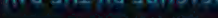
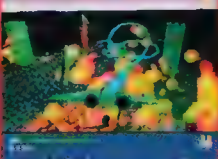
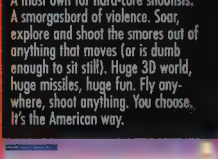
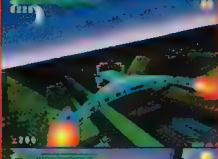
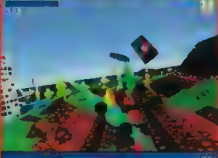
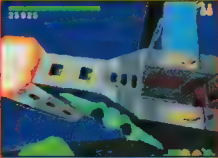
SNOW JOB



Tracy Scoggins (*Dynasty, Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



STAR FIGHTER



STUDIO  
3DO

MORE  
WHOLESOME  
FUN ONLY  
ON 3DO

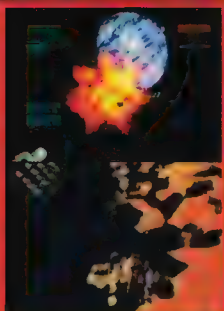
3DO the 3DO logos, Battleport, Captain Quazar, Golden Gate, Treasure by the Bay, Phoenix 3, Snow Job and Star Fighter are trademarks of 3DO Inc. © 1994 3DO Inc. All rights reserved.

...and many more...  
...is this collection? The  
...colours with a movie  
...theater look. Studio  
...D.O. is the Game  
...paradise for those who  
...and more solid hits from  
...the best fusion field.

...your favorite  
...to us online  
...1-800-336-3506  
...back to us by the  
...Studio 3DO.com

PHOENIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW

JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



## PHOENIX 3



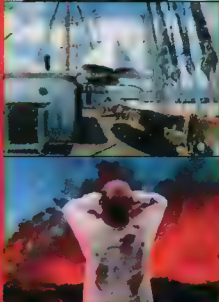
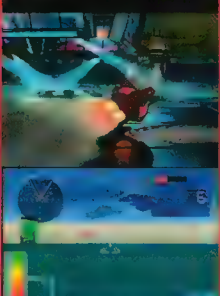
Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



## BATTLESPORT



Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.



## GOLDEN GATE: TREASURE BY THE BAY



Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony Bennett around to help you locate it. Decoder puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay. Like MYST? You'll love this.



## CAPTAIN QUAZAR



"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tights. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.



marks and/or registered trademarks of The 3DO Company. All other trademarks or registered trademarks are properties of their respective owners. © 1996 The 3DO Company. All rights reserved.

ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE

# SPECIAL FEATURE

# ULTIMATE



**EGM** managed to track down the elusive Mr. Boon and drill them for info. The creators of MK (lead programmer Ed Boon and lead artist John Tobias) speak out on their MK experiences. The MK masters known for their secrecy tackle questions on the new Ultimate Mortal Kombat as well as a bit of insight into MK 4 and other aspects of Mortal mania.



**EGM:** Do you guys have a hand in any in any of the other MK projects, such as the live tour, CD, etc...?

**BOONTTOBIAS:** All of the licensed stuff usually comes across our desk as sort of an approval process. For example, in the beginning of the live tour, we communicated the story line and which characters should be in it as well as talking to the director and bouncing ideas off us.

*Any new MK stuff coming out, like a toy line, CD, shirts, etc.?*

**BOONTTOBIAS:** Brady Publishing is working on an MK Magic-type card game that should be out by Christmas. The gameplay is done and they're working on its artwork.

*Is there anything you'd like to see done with Mortal Kombat entertainment-wise, like action figures?*

**BOONTTOBIAS:** There is talk of an animated series and a live-action TV show.

*Would the live-action show feature the real actors from the game?*

**BOONTTOBIAS:** Probably not—it's up to Threshold Entertainment. It's more on the back burner, because of other projects, like the MK movie hitting the foreign market. They're also dealing with a sequel.

*More on the gaming side...when UMK3 hits home, is it going to be targeted for a particular system...say the U64?*

**BOONTTOBIAS:** No. It's not an exclusive thing for any particular system. It would most likely be a simultaneous release.

*After seeing the different options for the home version of MK3 (such as the Tournament Mode for the Super NES), will you add any features to the home release of UMK3?*

**BOONTTOBIAS:** Oh yeah! We certainly

want to add stuff to it. John and I are constantly working on the next MK and we'll have more free time to add things

*Speaking of the current UMK3, there seem to be some new features at the end of the game, such as endurance matches and finishing move tours. Are these going to be incorporated in the final version and to what extent?*

**BOONTTOBIAS:** The way it's going to work is that there are 12 symbols to choose from. If you pick the Easy Mode, you choose from the first four or five. If you pick the second one, you can choose the first six or eight. The hardest will let you choose 10 of the 12, and if you pick the eight-player tournament, you can choose any of the 12. The idea is that you can't see which one you pick and have to discover each one down the line as an incentive to finishing the game more than once. There are also hidden surprises at the end.

*That's a really interesting idea—rewarding the players for completing the game, by giving them another challenge. Would completing these challenges give you any additional rewards, like a piece of code or are the matches reward enough?*

**BOONTTOBIAS:** On the harder ones, you might get a code or something similar to it, but that's still not determined.

*There was mention of a new hidden game a while back. Is there a totally new game besides the Galaga game?*

**BOONTTOBIAS:** Yeah, but we can't give out any hints at this time.

*Also on the subject of new stuff in UMK3, is there any information you can release on the new 'ality'?*

**BOONTTOBIAS:** We make it a practice not to discuss anything until it is discovered.

*I understand, but can I ask if this new 'ality is going to be for all characters or will the new four have any exclusive 'alities?*

**BOONTTOBIAS:** All of the characters will have the new 'ality, and the new ones will pretty much have the same stuff as the rest.

*I've seen several of the hidden characters including Mileena, Ermac, Noob and the old Sub-Zero. Are these going to be the only hidden characters?*

**BOONTTOBIAS:** There'll be more, but only three'll be on the Selection screen. There are others that are playable but not from that particular screen.

*I find it curious that you'd bring back the old Sub-Zero with the new one still intact...any reason behind this?*

**BOONTTOBIAS:** It's the same reasoning behind bringing back Kitanna or Scorpion—because everyone asks for them.

*I guess the real question is: Why bring back Sub-Zero instead of old characters like Baraka or Raiden who are completely different?*

**BOONTTOBIAS:** Well, there are memory limitations. We can bring back Sub-Zero and it doesn't cost us as much as a full new character.

*I have to ask a question I hear often. Why are there so many color palette swaps instead of original characters? Is it a memory limitation or time factor?*

**BOONTTOBIAS:** It's really a couple of things. The first reason we did it in Part One (for Scorpion, Sub-Zero and Reptile) was for memory and timing the story line really worked. When Part Two

came out, we wanted Reptile as a playable character, and we had already defined the look of the character, so we didn't want to change that and lose the recognizability. When Part Three came out, we didn't want to abuse it by going too far, so we changed Sub-Zero, got rid of the other ones (initially) and introduced the cyberninja. This gave us the ability to add new characters and do the "trick." With every game there is a time limitation. When we brought back Scorpion in Part Three, again we had introduced him before in the old form. We didn't want to say, "Now he looks like this." So pretty much it's a combination of time constraints and the fact that we had established a character with a certain look.

*As far as the new chips go, could you just keep increasing the number of characters or features?*

**BOONTOBIAS:** You could add more chips, but there is a lot more in the decision making than just us wanting more chips. There's cost and the lead time on ROMs. The more you order—the longer it takes. There are a million variables in making these games.

*If these chips compose about a quarter of the image memory, does that necessarily mean the game is 20 percent changed? It appears to be a lot higher, because of all the playability changes.*

**BOONTOBIAS:** You can't simply take the ratio of image memory as how much the games have changed. We

to be a new game. It's just something to keep the arcade fresh. We did what we could, and it was just supposed to be a ROM update, not a whole separate game. When the next MK comes out—a Part Four or whatever it'll be called—it will be a completely new game.

*How far along is MK4 and can you mention anything about it?*

**BOONTOBIAS:** It will be a fighting game... (ha ha)

*I have heard that, in wanting to make it different, you were going to use brand-new hardware. Are you planning on using anything from...say the Killer Instinct game or some other types of hardware that your company may be using?*

**BOONTOBIAS:** As far as using hardware from other games, the next KI is going to be using the same hardware. The hardware we want isn't even defined yet. We know we won't use the old hardware.

*Is the hardware you used secret or is it standard stuff that anyone can use?*

**BOONTOBIAS:** You could look on the board and find that we use a Texas Instruments 34010 processor. It's a GSP with our custom DMA that blows out the pixels. It's nothing proprietary other than our DMA.

*Are you guys getting tired of MK?*

**BOONTOBIAS:** Well, it's sort of a cure and a blessing. Everyone wants to keep it up to date. If we didn't make MK3, then MK wouldn't be in the public as much, and the movie wouldn't be that big, because we wouldn't have kept the players on for so long.

*Do all the rumors, FAQs and the fact that someone even hacked into the code to find the Smoke code upset you?*

**BOONTOBIAS:** Actually it's a nice problem to have. If there's that much interest in your game, it's better than having it sit in an arcade with no one playing it. All the rumors that say we don't like any of that stuff are just more rumors. But this time the code is encrypted, so finding any codes will not be that easy.

*What you like to see in MK4 or what would you like to have put in UMK?*

**BOONTOBIAS:** It would be cool to bring back some of the old characters. If we do another one, we will certainly bring back some other characters. It was kind of a drag that Raiden wasn't in there as well as Baraka. Everyone on the planet is asking for Goro.

# THE YEAR OF MK

This is definitely the year of Mortal Kombat, and we're not just talking about video games. The world is getting a major dose of MK madness as the video game phenomenon spreads to nearly every other medium of entertainment. Threshold Entertainment is the major force behind this wave of Mortal products. Ranging from a full-screen motion picture to an interactive CD-ROM, they have all the bases covered. Joining the success bandwagon is Brady Publishing with a card game based on MK II along the lines of the immensely popular Magic: The Gathering. Here is an overview of how fans can expect Mortal Kombat to manifest.

## The MK Game Plan

Threshold Entertainment has a global game plan that is timed to interconnect each piece of their overall puzzle. From as far back as Aug. 12, they premiered an hour-long special called *Mortal Kombat: Behind the Dragon* on TNT. It wasn't long after (Aug. 18) that the major motion picture hit theaters and received great reviews. In addition, the soundtrack to the movie went platinum. On Aug. 29, a direct-to-video animated special, *Mortal Kombat: The Journey Begins*, hits stores nationwide and immediately went to number one on the "kid vid" sales and rental chart. In September, the live tour kicked off. It ran into a few hitches but went back on the road in full force. More recently, on Nov. 7, a self-published CD-ROM entitled *The Ultimate Guide to Mortal Kombat* was released. This product features info on other MK happenings, as well as tips and even martial arts lessons. What's to the future? Well, Threshold came to launch a live-action and an animated TV series. In addition, there are already rumors of the next MK movie: *Mortal Kombat: The End of Days*.



changed a bunch of things. We added combos you can do with a punch and a ton of program changes as well. A program change isn't necessarily how many bytes are added to the program.

*You had mentioned previously that there wasn't going to be another upgrade and that the next MK will be a totally new. Is that still true?*

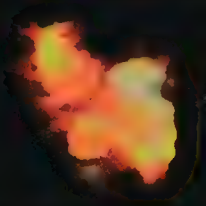
**BOONTOBIAS:** UMK was not intended



Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.



Choose from any one of several starting worlds. But be prepared. It's lethal from all of them.



# IT'S AN EXERCISE VIDEO



This is the new Hellfire rocket. The name speaks for itself.



The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.

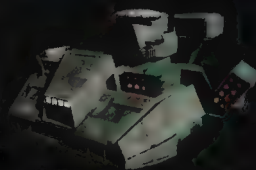


The battlefield is 400% larger. And doesn't have paths. Which gives you, and your enemy, more room to rumble.

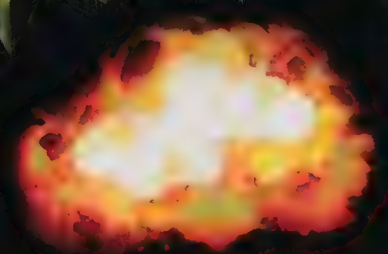




FOR YOUR TRIGGER FINGER.



This is the new H-3 "Typhoon". A hovercraft. It may be small, but it's highly maneuverable. And the fact that it can carry its own weight in weapons makes it highly efficient in close combat.



Consult your physician before attempting strenuous warfare. Shockwave™ 2 on the 3DO™ system has 50 minutes of full-motion video and even more killing power than its predecessor. Three new vehicles to attack from. Each with its own unique destructive capabilities. Lots of new weapons. And plenty of new aliens firing back. Stretching and warm-ups are advised.



SHOCKWAVE™ 2  
BEYOND THE GATE

For movie demo <http://www.ea.com/castudios.html>

# SPECIAL FEATURE

The main brain behind the phenomenal launch of the PlayStation left Sony quickly, quietly and mysteriously. EGM caught up with him to learn the details.

## Sony Loses Race

**EGM:** You've had quite a career leading up to your position at Sony. Is it true that you have had a hand in the game systems all the way back to the old Atari 2600?

**Steve Race:** That's true. As I think about it, there are only a handful of people who have had experience in the 4-Bit, 8-Bit, 16-Bit and 32-Bit markets. I was at Atari in the old 4-Bit days where I worked in the international division as the head of marketing. This was during the heyday in the late '70s-early '80s where the market went from about \$22 million to over \$200 million.

After that I was one of the founders of Worlds of Wonder and one of our opportunities was to introduce the NES [Nintendo Entertainment System] to America. We were the master distributors for the NES.

On the 16-Bit side, Tom Kalinske and I are old friends, and I consulted for Sega for about 11 months where I ran their marketing and communications side of the business. That was most of 1991 and part of 1992.

**Were you introduced to the Saturn when you were at Sega?**

No. The Saturn was only talk then. It was to be based on an arcade system that Sega had. Then the Genesis was the hot system?

Sega had just introduced the Genesis about six months before that and it was somewhat of a public yawn. One of



my responsibilities was to make it the system of choice. I did, and it took away a virtual monopoly position that Nintendo had. It was a great time and a lot of fun. Then I got recruited to go and run the Sony PlayStation group, SCEA (Sony Computer Entertainment of America). I was the eighth or ninth employee of that division. We were originally in Santa Monica in the Sony music building.

**You saw the launch of the PlayStation and Saturn in Japan. What were your opinions of what you saw?**  
It was launched about a year ago and we were going to get the PlayStation about nine months later so we very carefully watched what was going on in Japan. When I first saw it it was spectacular.

For example, if the distance between 8-Bit and 16-Bit was four inches, from 16-Bit was four feet...it was easily an order of magnitude bigger. The product went from small sprites to a real 3-D environment with shading and texturing to FMV. I thought it was a very, very dramatic breakthrough. The big issue was going to be one of price.



**I have experience in the 4-Bit, 8-Bit, 16-Bit and 32-Bit markets.**

If you look at the history of video games, the single biggest change on a year-to-year basis came when those systems were priced somewhere between \$149 and \$169. The issue remains to be seen when the next-generation systems will ever get down to that price.

Clearly Sony has demonstrated, whether it was a superior technology or not, that the \$299 price point was substantially better than the \$399 [Saturn] price point and that was a clear strategy that I was a big proponent of.

**Why did you take the job at Sony? You were doing very well at Sega; was it just time to move on?**

I had actually left Sega. I helped Tom [Kalinske] recruit in someone to head the marketing functions since I did not want to do it on a permanent basis. I was introduced through a search firm to Olaf Olafsson and we had a very quick series of discussions and the next thing I knew I was on my way to Sony.

**What was your main goal in introducing the PlayStation to the U.S.?**

There were certain changes that had to be done to the prod-

uct to Americanize it, like the controller...it was a little small for the American hand, so we made it larger. We increased the length of the controller cord also. But what we needed to do was to make this a really big sensation. To capture the American public's eye.

**Were there other changes you wanted to make?**

We looked at a variety of things. We looked at changing the name. We felt that there was some issue about what the name PlayStation connoted. But there was a very strong opinion on the part of our Japanese counterparts that the name should remain the same on a global basis. There was some friction frankly between what we thought the price point should be, what we thought the color should be, what we thought the name should be and what we thought the packaging should be. It's not atypical of a real global company to try to find ways to make a product appeal the same on a worldwide basis. So there were some strong disagreements where or how we thought localization should best be done.

**How was Japan about all this? Were they domineering?**



## RACE'S FIRST GAMES FOR SPECTRUM HOLOBYTE

It depends on who you talk to. In some cases they were very adamant in their opinion, in many cases they were flexible.

For example, there was a product that they were very enamored with in Japan. It had done well...a product called Motor Toon. We took a look at the product and thought it looked very juvenile and like Japanimation. They let us exercise the right of not bringing that product in. In other cases, they were more adamant, like on things such as the name, and how you can and can't use the name Sony vs. the name PlayStation. The fact that we were asked to keep

there is not enough software developed for [the Ultra 64]; another rumor is that they are going to introduce right on the heels of the Shoshinkai Show we hear theories that they aren't going to introduce until April in Japan...Clearly there are a lot of rumors floating around the next-generation hardware.

**It must have been hard to sell Japan on a U.S. price of \$299 when the Japanese version was selling for an equivalent of \$399.**

It was a difficult sell but we talked about market conditions, we did a lot of research and we had them talk to some of our

We had pretty good information that the product would be in the stores. Actually we were a little bit confused about the situation. Yes, it made some sense to try and be the first product out there. On the other hand, they were selling it through the doldrums of summer, on a very limited basis, to a very select number of retailers who couldn't get all the product that they wanted. In doing all of that, I'm not sure that that was the wisest introduction that one could have made. There was a lot of alienation, retailers couldn't get the product and secondarily there was no third-party support. We at Sony did not feel that it was a very big threat. We thought we could make hay with that at the end of the day. Did you ever plan on a secret early launch of the PlayStation? There were a lot of rumors floating around but we never wavered. We also needed FCC approvals, and we wanted to have the U.S. software catch up with the hardware. I have to say in my heart of hearts I wish I could have moved it ahead a month or so, but it was never seriously considered nor was it an option to pursue.

**There is a lot of talk about numbers of systems sold. Sega keeps matching press releases with what Sony is doing. Is the PlayStation taking off and Sega falling behind?**

In Japan the numbers are relatively close in sales. Here with the information that I get (not from Sony) we're feeling and seeing that the PlayStation is outselling Sega between two and three to one and it would be even higher than that if Sony had the volume available for the retailer.

**Is that why Spectrum HoloByte**

**is only developing products for Sony systems?**

Old habits die hard having come from the Sony side of the business. I'm not as convinced that based on what we've seen in the U.S. that the Saturn is nearly as viable as the PlayStation. We may pursue the Saturn later.

**Now that you are a Nintendo licensee what do you think of the Ultra?**

We have seen the Nintendo product and it is a very, very good product. I am very enamored of it. It is very fast, there is no aliasing going on, you can really draw perfectly straight lines, the controller that we saw was both an analog and a digital controller [see picture on page 28]. Our development guys are just really knocked out by the system. The issue for us is one of the storage media and how do we make money on it. The raw material cost for the Nintendo product is so much higher and the turnaround time so much longer relative to a Sony product.

**Now the big question: What things seemed to be going so well, why did you leave Sony? Spectrum has all the characteristics for being wildly successful. It's a small company...an American company and at Spectrum I have the chance to be the CEO and not the president of a division. There was no secret of my disagreement with the direction of where I thought the division should be moving relative to what the Japanese thought. Here I get to be the direction with the board.**

## "The PlayStation is outselling the Saturn between two and three to one."

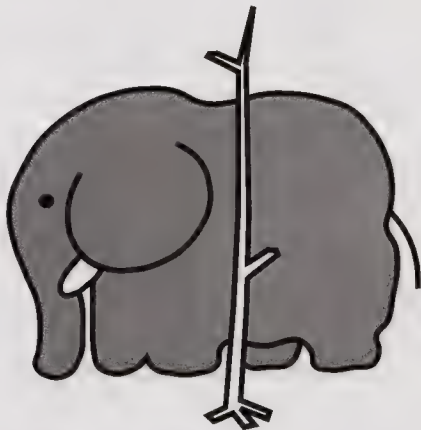
the name the PlayStation. It was a give-and-take situation. There were a lot of frank arguments and disagreements about how the product should be positioned, priced, etc. There were some fairly legendary disagreements as to what we thought we were zigging when they wanted us to zag. But in the end we all reached a compromise. That brings us up to E! You probably had one of the most influential and shortest speeches...[Race laughs] in the history of speeches. That's what the buying public wanted to hear. There was a great deal of concern as to what the price was going to be. There were a lot of rumors going around before my speech saying that the Japanese had no idea what I was going to say when I got up there...but it was a totally apocryphal story. We actually had orchestrated it very closely with our Japanese counterparts. What about Nintendo? We keep hearing rumors that

key retailers. So we convinced them with the sheer weight of evidence that we had. Your original marketing started with Polygon Man but it switched to Sofia. What happened?

There was a large disagreement. We felt that the product needed a very edgy feel. We thought that the Polygon Man from a U.S. perspective was the kind of spokescharacter that was leading edge. He never was expected to be a central character like a Mario but rather to be a master gamer who was hip and rather edgy, but the Japanese thought it got in the way of the Sony brand. The Sony brand stands on its own; it never uses a character or celebrity endorsement, so culturally I didn't get that. We had a fairly celebrated difference of opinion as to what Polygon Man's role would be. As a Japanese company, they had the final vote.

**Then Kallinske got up and said that the Saturn is in the stores now. How did you react to that?**

Can you spot the elephant in this picture?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.



SPECIAL  
FEATURE

# STREET FIGHTER

## ALPHA

Here it is! **EGM** had to go all the way to Japan to get the latest information on Capcom's spectacular PlayStation conversion of the latest in the Street Fighter series.

Why Japan? When we checked with their U.S. office, we were told that they had only one disc and we could have it, but that the version was still very incomplete. It had only five characters programmed and what

was there was definitely not representative of what the final game would be like. This certainly wouldn't be good enough for our readers.

What to do? Fortunately there was a PlayStation show on Oct. 6, so our editors packed their bags, hoping to get a glimpse of a better version from the programmers themselves in Japan! Sure enough, the game was on display and **EGM** had the very first look at a

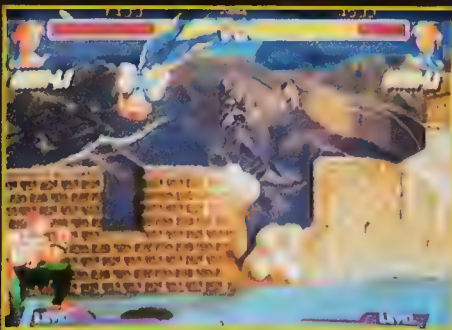
complete but still buggy version of the game. Not only that, but we also got to sit down with the programmers and they told (and showed) us the special tricks that will be in the finished version.

However, you'll have to find those yourselves as we were sworn to secrecy, but the Ken/Ryu vs. Bison trick and *all* of the other arcade tricks are in there!

For those not familiar with the newest version, you will soon be able to play as all of

the original Street Fighter characters in your own home! Street Fighter Alpha promises to be every bit as good on the PSX as it was in the arcade, and it delivers.

SFA gives you 10 characters to choose from: Ryu, Ken, Sagat, Adon, Guy, Sodom, Birdie, Chun Li, Charlie and Rose. The idea of the game is to neatly tie up some story loopholes in the Street Fighter universe before the future release of SF3. The stories do a pretty



Chun Li tries to reach the first level of her super meter while preparing to execute a Spinning Bird Kick.





In a friendly exhibition, Ken's end Boss is Ryu. All elements of the story are here at home!

good job of this, as Bison kills Guile's friend Charlie, Chun Li faces Bison for the first time, etc....Some stories though, only serve to confuse longtime SF players, such as the introductions of Guy and Sodom into the SF universe. They don't fit in anywhere, and the characters themselves turn out to be fairly weak compared to halfway decent Ken or Ryu player. The artwork for the game has been redone as well. In SSF2T, Capcom was

going for a realistic as possible for cartoon-style graphics' look. In SFA, Ryu and the crowd have metamorphosed into oversized cartoon Darkstalkers-ish cartoon characters. Overall, this is best for them. At last, Sagat looks like the huge, lumbering oaf he's supposed to be as opposed to the pathetic stick figure in the other games. Such is the case for most in the game: stronger and bulkier-looking characters. The graphics have not



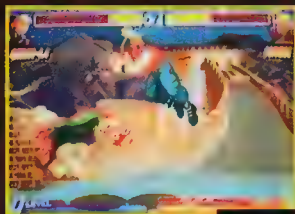
changed in the slightest. The characters are the same size, and all the action in the backgrounds has been faithfully reproduced. All 13 known characters are in the game, including Bison, Akuma and Dan. The music and sound is possibly better than the arcade because of its CD quality. What will most likely sell SFA on the PSX, however, is the game play—that is what the designers of the game cherish above all. To cut to the chase: It feels exactly like the arcade. The play is just as tight, if not tighter than the arcade version. Other high points include large characters as they were meant to be portrayed (unlike the versions of MK3), all cinemas have been trans-



ferred and new elements like Alpha Counters and the three-level super bar have been added. An exact arcade translation can't hurt the PlayStation's sales, and Street Fighter Alpha is a winner in every way!



All taunts and character animations have been faithfully reproduced in the PSX version.



# WE PROVIDED THE MUSIC TO DROWN OUT THE SCREAMS





ELECTRONIC ARTS STUDIOS PRESENTS

# SO UNDERTHAT? THERE'S A HAMMER BOX GARDEN HAMMER SWERVEDRIVER MAGNET PLAY MONSTER



Fastest frame rate and video speed ever means that the ripple surfing has never been better.



Race your thunderous super bikes through needless traffic. Not to mention an army of tickle-wielding cops.



Thrashing bands that'll rock your world harder than a knuckle grinding, 150 mph spin around the block.



Fully 3-D rendered objects make the rashin' so real, you can feel the bugs hitting your teeth.

For a scorching full-size poster of this ad, check out Electronic Arts at <http://www.ea.com/leasstudios.html> or call 1-800-745-4625. Only \$4.95 for shipping & handling. While supplies last.

Road Rash and the Electronic Arts Road to Rage are trademarks of Electronic Arts. Electronic Arts is a registered trademark of Electronic Arts. All music copyright of Asha Records. "Road Rash" and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Call 1-800-745-4625 for information on game rating.

## NOW BURNING UP THE PLAYSTATION

SOURCES WITHIN THE PENTAGON  
CONFLICT WILL OCCUR SOME



POWERED BY  
**namco**

Right-click on the image to see the full version of the game.



Tired of fighting terrorists? Try the 2-player dogfight mode that's no dog.

PREDICT THE ULTIMATE AERIAL  
WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING  
MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat™. The action fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air



force, buying and selling 13 different types of fighter jets. Increase your chances of victory, not to mention survival, by hiring extra wingmen. Then depart on any of 17 deadly missions, all without going anywhere near the Middle East.



SUPER NES



Learn to rotate the control pad around as you're firing. You'll hit more enemies.

# WATERWORLD

## Oh Buoy!

**W**aterworld is a conglomeration of three different game styles involving shooting, action and swimming. These game styles are integrated to bring Waterworld from the big screen to your home.

The end result isn't too exciting. Despite the three

types of gameplay, Waterworld gets repetitious. Another flaw lies with the graphics. While the backgrounds of the action stages are detailed, the rest of the game needs work. Of course there is nothing much to show in a world of water, but...

another point that needs to be brought up is the character detail.

There should be more.

Your bullets are nothing more than white pixels.

The control is loose, and it'll take time to

learn how to control both your character and your ship. Try to learn how to flip your Trireme around quickly. It helps when you get swarmed by jet skis.

The cycle of levels starts out with you piloting your Trireme, a small but maneuverable boat. Enemy jet skis and boats will start attacking. The object is to clear them

**"Chews up enemy boats like you wouldn't believe!"**



out. Aircraft will attack during the later levels, and sometimes you'll have to defend an atoll. That means the jet skis will start kidnapping people. In the tradition of Defender



The Mariner must go from atoll to atoll saving people. Waterworld gets pretty monotonous.

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Ocean	1	
SIZE	THEME	% DONE
16-Meg	Act./Adv.	95%

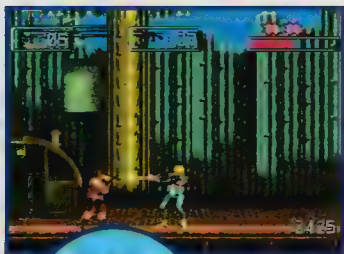
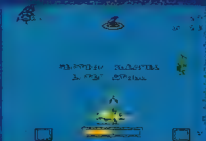
# INSIDE TRACK

## Save the Hostages!

When defending the atoll, you'll see a ramp moving to the side of the land mass. This is where the Smokers launch their jet skis into the city. They will then pop out and race away with hostages. If all of the people are kidnapped, you'll lose, so you've got to devise a strategy to stop them.

It is best to blast away at the jet skis approaching the ramp. Prevention works the

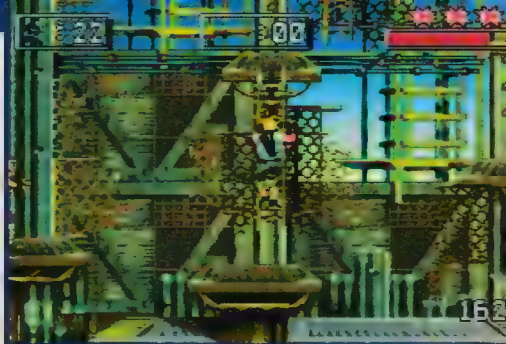
best. If they do get by you, ram their jet skis. If you shoot them, the hostages will die too. You can recognize which enemy has a hostage by his flashing. Later on, you will be able to acquire the Gatling gun. This can destroy ramps, so you won't even have to deal with the jet skis. The more people you save, the more points you'll earn.



you will have to save them.

The shooter levels are often broken up by underwater sequences. The Mariner (you) has a certain amount of strength, and

you can only stay underwater so long. When the meter on the screen runs out, the stage is over. If you don't make it back to the surface, you lose the bonus. All sorts of aquatic critters try to hit you. Unfortunately, you don't have any attacks.



The action sequences require you to hunt down all of the Smokers. Shoot through platforms to hit them without taking damage yourself.

The action scenes take place within the atoll. You must find your way through the ramshackle city in search of the Smokers. Once you execute each and every one, you'll be treated to a shop sequence. Along the way you'll collect weapons from the bodies of those you've slain. These are far superior to the cheesey weapons you start out with. You will notice that unless you have a gun, you can't do a jump attack. This gets a bit frustrating.

The shops are important. It is here that you can repair your ship and buy weapons. The things you can purchase range from a Gatling gun to aquatic mines. The power-ups for the most part are useless, except for the Gatling gun, which chews up enemy boats like you wouldn't believe! There is

also an uzi that might prove to be helpful. It's best to use your money on Gatling guns and repairs. Everything else is a waste of money.

In terms of a game-to-movie translation, *Waterworld* isn't half bad. The music is very new age and very relaxing. It reflects the film well. The scenes couldn't have been closer. Cinemas might have helped keep things from becoming monotonous, while retaining the feel of the movie. If you enjoyed the movie, *Waterworld* might whet your appetite for adventure. ▼



# INSIDE TRACK

Hold Your Breath...

The bonus rounds only give you a certain amount of time down there. You can lose it quickly if you get hit by one of the underwater critters. The more treasures you can collect, the more items you can purchase later on. Try to memorize the path that has the most loot.

SUPER NES

# Revolution X-citing!

The first ever hard-rock shooter comes home to the Super NES. The arcade hit, featuring rock 'n' roll giants Aerosmith, pits you against a multitude of enemies with just your gun and a limited supply of CDs.

The game features original hit songs by Aerosmith like "Eat the Rich," which sounds amazingly similar to what you'd find on a music CD, with the lyrics intact, and keeps the player's

Your enemy can be lurking anywhere; behind doors, chairs and even under tables; so always be on the ball.

adrenaline pumping throughout the game.

Revolution X keeps the "hard rock" feel of the game alive by taking the gamer backstage, on catwalks above the stage, through bars and more.

Using a crosshair, you must take out every enemy that comes your way. Getting accustomed to the movement of the crosshair takes

**"You gotta love the dancing girls!"**

time, even with the adjustable speed option. Every so often, a power-up icon will fall from the top of the screen; shoot it and you will acquire that power-up.

The enemies, armed with plenty of ammunition, come at you from all possible

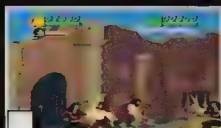
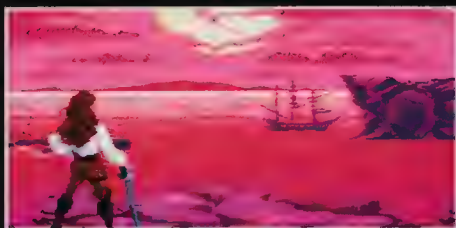
angles. Many will pop out of doors or run from the side of the screen, so you must be on your toes and ready to fire at any moment. Some enemies require more shots to be killed than others, so it is best to remember who's who. Most importantly, the enemy likes to rush you from both sides of the screen in large packs, so continuously fire in a sweeping motion across the screen, not in one concentrated area.

With the amazing reproduction of the Aerosmith music, Steven Tyler's voice, and nonstop action, shooter fans and fans of the arcade hit are sure to enjoy Revolution X on the Super NES. ▼



Aerosmith's Steven Tyler makes an occasional cameo appearance.

RELEASE DATE	DIFFICULTY	
Nov./Dec.	Variable	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
4-Meg	100%	100%



# Cutthroat Island

## Thrust, Parry, Touché!

Anyone ever have a dream of being a swashbuckling, sword-wielding heroine? Well, this game is the closest you will ever get without actually going back in time. In Cutthroat Island, play as the swashbuckling, sword-wielding heroine in search of the legendary Cutthroat Island and battle all others who want the secret treasure as well.

**"This is one of the few games with a woman as the main character."**

Cutthroat Island is a unique, well-rounded game that takes place in many different areas, both linear and non-linear.

One of the more innovative features of the game is that the player is able to start at any point in the game from the very beginning by choosing the level from a map.

The moves in the game are just a simple punch, kick and attack with the sword, but using a combination of the buttons pulls off multiple hit combos.

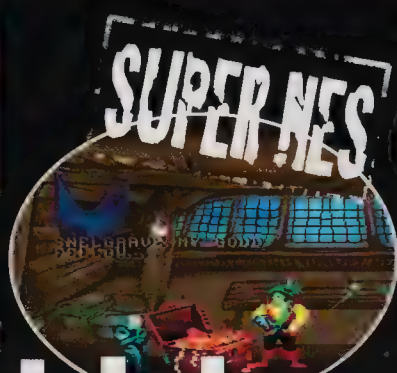


Not enough swashbuckling for ya? Hop into a railcart for further adventures and all-new tracks.

Although most of the game may seem like just a punch-and-kick style fighter, Cutthroat Island contains levels in which you must use your agility as well. Fighting on top of a cart alongside a castle while

dodging banner rods is a prime example of the many original areas found in Cutthroat Island.

Your journey to find Cutthroat Island will take you through many towns and jungles, fighting various enemies of differing strength and fighting styles. On your quest, you will occasionally run across items, such as knives that can be picked up, but don't use them hastily because they can only be used once. You will eventually come across recurring enemies who train their attack pattern.



and counter them. Super NES owners looking for a good action title look no further, because Cutthroat Island is it. ▼

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
16-Meg	Action	94

# Trade Up to 32 Bit Action! SONY Sony® PlayStation



~~299<sup>99</sup>~~

~~-100<sup>00</sup>~~

Trade-in of  
10 games\*

**199<sup>99</sup>**

Your old games  
are worth more

**NOW!**

**9<sup>99</sup>**

After trade-in of \*5  
working games

Mortal Kombat



9.99  
each

After trade-in of 5  
working games\*

Call Now

1-800-800-5466

(9 a.m. to 8 p.m. E.S.T.)

\*When you trade-in working Sega Genesis (excluding Sega CD and 32X), Super NES, 3DO, Saturn or Jaguar games. Games must include boxes and instructions. Games without boxes, subtract \$2.00 each. Participating stores only. Offer may be withdrawn without prior notice. No cash release. See sales associate for complete details. Some titles may be excluded. Sony is a registered trademark of Sony Corporation. PlayStation is a trademark of Sony Computer Entertainment Inc.

electronics  
boutique®

Sony® PlayStation® Promoter  
931 South Matlack Street  
West Chester, PA 19382

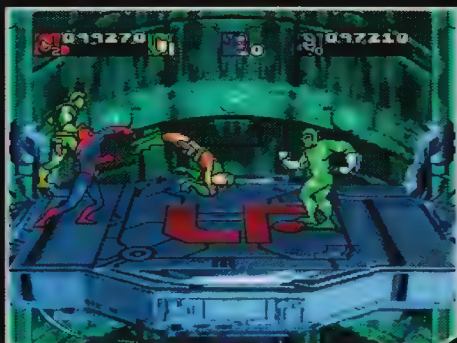
GENESIS



# Separation Anxiety



## Spidey and Venom Working Together



The green-suited Boss builds an electrical charge so don't strike too many times in succession, or you will get struck.

The mysterious Life Foundation has captured Venom and removed five symbiote spawns from him. But before these children could destroy their parent, Venom escaped. Now, he has sought out

Spider-Man and formed an uneasy alliance with his foe



The enemies match the stage backgrounds throughout, from city streets to the high-tech.



A properly placed web to swing gets the heroes across giant chasms.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	TIME	% DONE
24 Meg	Action	100%



Line up the heroes so they cover a wide area to stop enemies from getting behind them and singling one fighter out.

## INSIDE TRACK



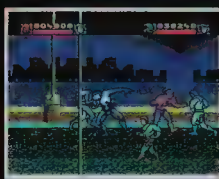
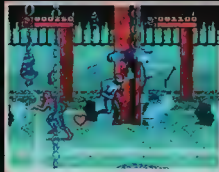
### Bust Their Butts

Both the Web-Slinger and his archenemy have similar attacks. The only variance in their abilities is Spider-Man's use of the web and Venom's symbiote slime. These appear different on screen but have the same effect on the enemies. Both can grab the weak human enemies using their super strength and lift them well over their heads. They can either hold the evildoers by the throat and punch them repeatedly or lift them off the ground and throw them at other approaching enemies with the strength of a giant, causing damage to the enemy they throw and to the ones the boss was directed at.



your screen is again halted. Now, you must clear that group of fall-down enemies before the cherished Red Continue Arrow appears. This is repeated over and over until the Boss is encountered.

Control is also being simple and easy to pick up and master. The majority of the fighting uses only the A button, which needs to be repeatedly pressed to complete the complex move sequence that is controlled by the computer. Both of the heroes can also use their superhuman strength to lift evildoers over their heads and throw them off the screen or at other advancing enemies. Separation Anxiety is not a one-level game. You can use either character to climb up walls and reach power-ups that would normally be out of his reach. The wall-climbing



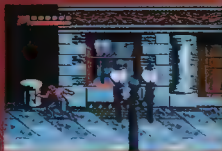
As the background changes with the look of the redundant enemies.

## INSIDE TRACK

### Secret Room For Spidey

In the first screen of the game, you can get a free 1-Up by pushing against the garbage can in the left corner of the screen. Spidey's face appears on the screen telling you that you have found a secret room. There is only one screen in this room.

Spider-Man is four times stronger and able to kill all 12 of the enemies with one punch. This super attack makes the enemies fly backward off the screen as if hit by a train. After the enemies are destroyed, a 1-Up appears in the center of the screen a few seconds after the last death. So don't be too jumpy and wonder off the



screen to the right too quickly or you will miss this valuable item. After you get the 1-Up and follow the flashing arrow you will appear back at the beginning screen of the game ready to conquer the rest of the level. If this room is only accessible by Spidey, you can guess that Venom probably has one more screen on his own.

ability can also be used to jump onto advancing enemies and cause some quick damage to the hapless foes. Both Spidey and Venom can also use their web and web-type substance to help defend themselves by forming it into a shield, to grab high objects to swing from arm to arm and to grab enemies horizontally to lift them into the air and do with them what you please.

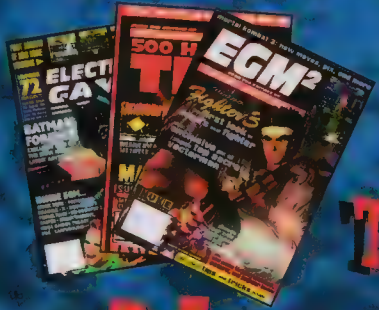
Players who hate constantly repeating enemies with the only changing feature being the color of their clothes should not even look at SA. It has more than its share of come-again bad guys all the way to the end. If this doesn't bother you, you may enjoy this title. It has challenge, tons of enemies and a large amount of secrets. Spider-Man and Venom fans need to check this one out. ▼



SUBSCRIBE AND SAVE!

# THE BIGGEST

**EGM** is your **VIP** pass to the latest and greatest developments in the video game world. With the first info on the hottest wares, plus reviews, tips and previews in a **NEW** layout. **EGM** remains...



SECOND TO

# NONE!

SAVE OVER 65% OFF THE COVER PRICE!

# ELECTRONIC GAMING MONTHLY

NOW ONLY \$23.95

SUBSCRIBE NOW AND RECEIVE:

A FREE SAMPLE ISSUE OF EGM2

EGM'S 500 HOTTEST TIPS BOOK

QUATERMANN CHEAT SHEET (monthly)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Sex: M / F

Phone ( ) \_\_\_\_\_

Year Born 19 \_\_\_\_\_

E-Mail \_\_\_\_\_

☐ 2 year - \$39.95

☐ 1 year - \$23.95

☐ Payment Enclosed

☐ Bill Me

For faster service on Visa or Mastercard orders call toll-free:

**1-800-846-8503**

Please wait 6-8 weeks for your first issue to arrive. Enclose U.S. Funds  
Only. Canada & Mexico add \$12.00 per year. Foreign rate \$100 per year.

\* With Paid Subscription. EMM 249

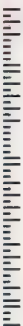


**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 RED OAK, IA

POSTAGE WILL BE PAID BY ADDRESSEE

**ELECTRONIC GAMING MONTHLY**  
P.O. BOX 7524  
RED OAK, IA 51591-2524



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



**AND BEST!**

12 BIG MONTHLY ISSUES  
**ONLY \$23.95**  
That's Over 60% Off the Newsstand Price

**SPECIAL LIMITED  
SUBSCRIPTION OFFER!**

**FREE EGM'S 500  
HOTTEST TIPS BOOK!**

**FREE Trial Issue of EGM2!**

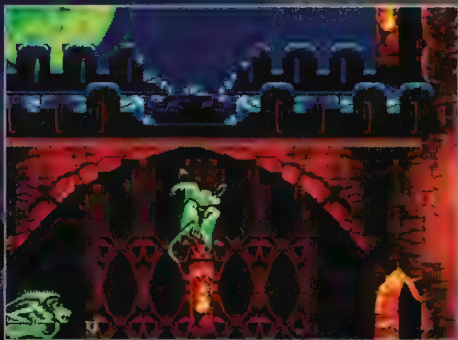
**FREE Monthly  
Quarterman  
Cheat Sheet!**

USE THE SPECIAL SAVINGS COUPON IN THIS ISSUE TO ORDER NOW OR

**CALL 1.800.846.8503**

OR VISIT THE NUKE INTERNET INTERFACE TO START YOUR  
SUBSCRIPTION ONLINE AT <http://www.nuke.com>

Virtual Heroes/Cyber Sony Computer Entertainment Corporation of America. Virtua Fighter 3, all related characters & indicia are trademarks. Sega Enterprises Ltd. © 1995. All rights reserved.  
EGM & EGM2 are trademarks of Emerald Publishing Group, Inc. ©1995 Sega Enterprises, Inc.



# GARGOYLES

## The TV Show Comes Home

**D**isney's action-packed cartoon will soon be appearing on the Genesis. This cart is bursting with Disney-style animation and some of the visuals are really cool. The whole game has a dark feel to it that helps set the mood. This game is pretty tough, so younger players might get frustrated.

Gargoyles is a game that spans time. Play as the heroic leader of the

Gargoyles, who must save his race from destruction. As can be expected, the game's story line closely follows the plot of the show. Detailed cinemas describe what is going on.

As a Gargoyle, you have a number of abilities. First off, and most important, you have wings that allow you limited flight. Actually, hovering is more like it. These can help you avoid hits. Second, you have razor-sharp claws

to tear apart foes. Unfortunately, they don't seem to work too well. You also have a throw attack that is your only real charge

disabling an enemy. The only problem lies with its range. You have to be an exact distance away from the enemy in order to grab them.



Many sections of the Viking levels have you climbing walls. You'll have to time your jumps to avoid flaming oil and arrows.



RELEASE DATE DIFFICULTY

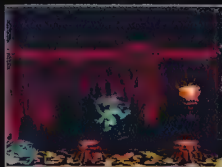
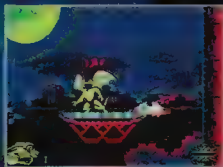
November Hard

PUBLISHER PLAYERS

Disney 1

SIZE THEME % DONE

74-Meg Action 100%



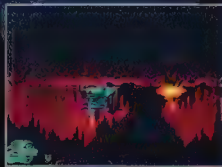
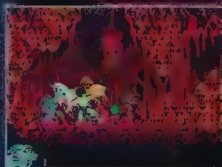
It is possible to propel yourself to higher ground (and secrets...) by bouncing off the catapults that are found in the first few levels.

Otherwise you'll get hit. The number of instant hits can get unbearable.

The levels span several centuries, with you fighting off Vikings who want to annihilate the race of Gargoyles. As you fight your way through their encampment, you'll have to avoid axes and spikes. These are the major threats of this level. The first level is a secret section, and you'll have to get up there to find the tower. There are ballistae, axes, and spikes to avoid. Climbing is the key to getting up the tower. Once you start, don't stop or slow down, or you'll fall right to the bottom. The Boss is a Viking who teleports in and out, and fires lightning. He's one nasty fellow!

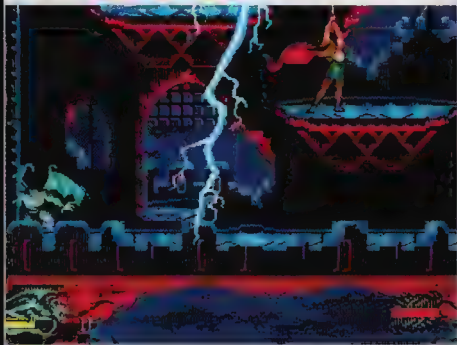
The next set of levels is deep within the Gargoyle nesting ground. Here you

must protect your tribe from the enraged Vikings. This level has a series of air drafts that can propel you to secret areas. There are switches that can turn them on and off. Search through your caves to find them. The Boss of this area is another Viking who morphs into a giant with a hammer. Use quick hits to do a little bit of damage, then jump back. Keep it up, and he'll go down in a matter of minutes. If you get hit, you'll end up bidding farewell to a large chunk of your health.



# BOSS 1

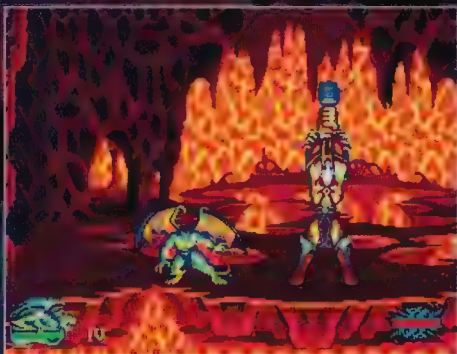
The first Boss of Gargoyles is the Viking leader. He teleports around on a series of platforms. If he stays in one place too long or if you try to throw him, lightning will strike you down. Try to lure him to one of the higher platforms and use a single jump-claw attack to whittle him down. It takes some time, but it is the only sure-fire way to beat him.



Even further into the game, you'll end up battling robots in a high-tech future zone. In this location, you'll have to master your jumping and hovering skills, or you'll end up dead as a doornail. Despite the instant hits, trying to take the robots out by jump strikes seems to work the best.

Overall, Gargoyles is an action-packed game. The controls are too rigid, and

the sheer number of instant hits will become intolerable after a while. This game would have been better if the gameplay was tweaked. The graphics are okay, but the level layout seems uninspired. Gargoyles does stick with the Disney cartoon, but ends up lacking excitement. Still, you might be able to look past these shortcomings if you are a die-hard Gargoyles fan. ▼



This Boss bears a hammer that he uses with deadly accuracy. Dodge his swing and follow up with a few claw swipes.



# GARGOYLES

## The TV Show Comes Home

Disney's action-packed cartoon will soon be appearing on the Genesis. This cart is bursting with Disney-style animation and some of the visuals are really cool. The whole game has a dark feel to it that helps set the mood. This game is pretty tough, so younger players might get frustrated.

Gargoyles is a game that spans time. Play as the heroic leader of the

Gargoyles, who must save his race from destruction. As can be expected, the game's story line closely follows the plot of the show. Detailed cinemas describe what is going on.

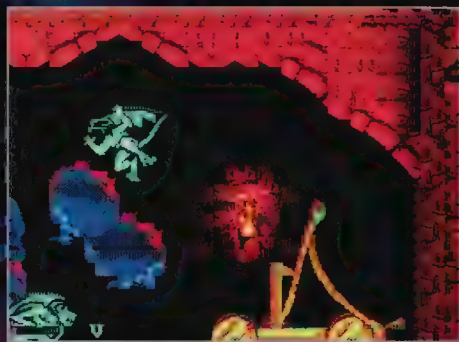
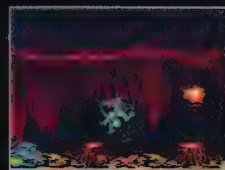
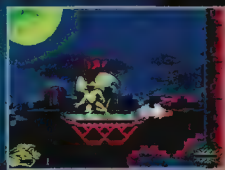
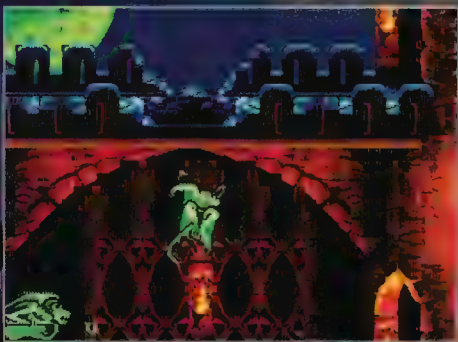
As a Gargoyle, you have a number of abilities. First off, and most important, you have wings that allow you limited flight. Actually, hovering is more like it. These can help you avoid hits. Second, you have razor-sharp claws

to tear apart foes. Unfortunately, they don't seem to work too well. You also have a throw attack that is your only real chance at

disabling an enemy. The only problem lies with its range. You have to be an exact distance away from the enemy in order to grab him.



Many sections of the Viking levels have you climbing walls. You'll have to time your jumps to avoid flaming oil and arrows.



It is possible to propel yourself to higher ground (and secrets...) by bouncing off the catapults that are found in the first few levels.

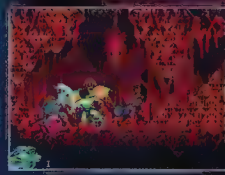
Otherwise you'll get hit. The number of instant hits can get unbearable.

The levels span several centuries, with you fighting off Vikings who want to annihilate the race of Gargoyles. As you fight your way through their encampments, you'll have to avoid arches and spikes. These are the major threats of this level.

The next set of levels is a section where you have to climb up and down walls to reach the next area. There are a lot of traps, and spikes to avoid. Timing is the key to getting up the tower. Once you start, don't stop or slow down, or you'll fall right to the bottom. The Boss is a Viking who teleports in and out, and fires lightning. He's one nasty fellow!

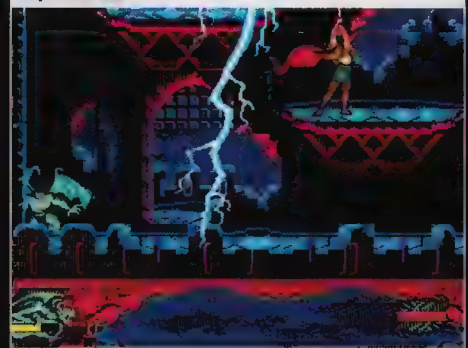
The next set of levels are deep within the Gargoyle nesting ground. Here you

must protect your tribe from the enraged Vikings. This level has a series of air drafts that can propel you to secret areas. There are switches that can turn them on and off. Search through your caves to find them. The Boss of this area is another Viking who morphs into a giant with a hammer. Use quick hits to do a little bit of damage, then jump back. Keep it up, and he'll go down in a matter of minutes. If you get hit, you'll end up bidding farewell to a large chunk of your health.



## BOSS 1

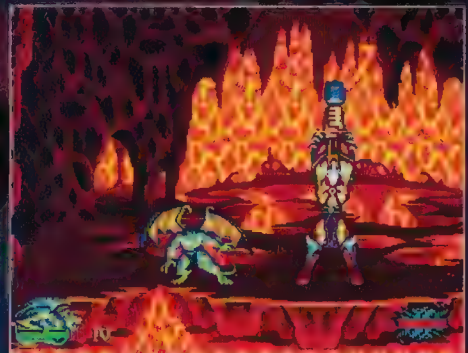
The first Boss of Gargoyles is the Viking leader. He teleports around on a series of platforms. If he stays in one place too long or if you try to throw him, lightning will strike you down. Try to lure him to one of the higher platforms and use a single jump-claw attack to whittle him down. It takes some time, but it is the only sure-fire way to beat him.



Even further into the game, you'll end up battling robots in a high-tech future zone. In this location, you'll have to master your jumping and hovering skills, or you'll end up dead as a doornail. Despite the instant hits, trying to take the robots out by jump strikes seems to work the best.

Overall, Gargoyles is an action-packed game. The controls are too rigid, and

the sheer number of instant hits will become intolerable after a while. This game would have been better if the gameplay was tweaked. The graphics are okay, but the level layout seems uninspired. Gargoyles does stick with the Disney cartoon, but ends up lacking excitement. Still, you might be able to look past these shortcomings if you are a die-hard Gargoyles fan. ▼



This Boss bears a hammer that he uses with deadly accuracy. Dodge his swing and follow up with a few claw swipes.

RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	PLAYERS	
Disney	1	
SIZE	THME	% DONE
4-Meg	Action	100

GENESIS

## TOY STORY



## Grab Your Pull String and Get to Work

**T**oy Story is a unique video game based on the upcoming holiday release of Disney's first-ever fully computer-animated feature film of the same name. In the game, you play the part of the pull string cowboy, Woody, as you fight through 19 action-

packed levels of nonstop play. Your mission is to return Buzz and yourself home safely from the dangers of the outside world.

Woody has only two buttons to control his actions. One of these is used to make him jump and the other uses his whip-like

pull string to stun enemies and knock down objects. The controls are surprisingly precise, and it's easy to maneuver Woody around in the toy-filled world. The levels are filled with horizontal ropes, trampolines, air pumpers and countless other obstacles that are used as a means of maneuvering yourself and others to unreachable areas.

The graphics and animation are rendered with close-to-movie accuracy. They contain all the qualities normally expected to be seen only on next-generation systems. The main character,

enemies and the background all intertwine forming a good balance of superb visuals and smooth play.

Toy Story's claim to fame lies in its multiple viewpoints, which exploit the many game engines programmed into the title. The different situations surprise the player by submerging them in a new and different adventure in every stage.

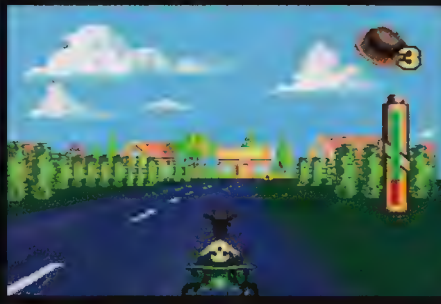
From start to finish, Toy Story challenges the player with levels that always increase in difficulty. The first two are relatively simple to beat and fill their required



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	PLAYERS	
Disney	1	
SIZE	THEME	% DONE
2-Meg	Rel. Easy	50

# Multiple Game Engines

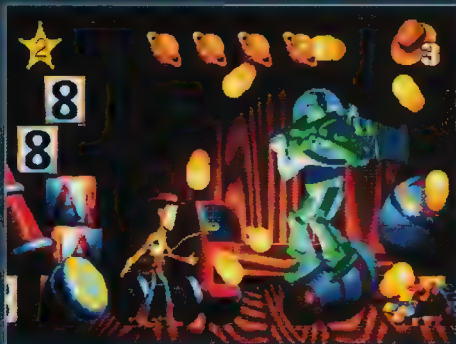
Besides the standard side-scrolling view, Toy Story features two other game perspectives that make it more than just a stagnate side-view game. In the remote control car stage, you must drive through an obstacle-ridden path while collecting batteries and hitting Buzz. While a racing stage that looks and controls like Mario Kart, your driving talent will be tested through the twists and turns of a racetrack. A first-person Doom-style maze also awaits your cunning as you search for your quota of little green characters. The changing perspectives and story line objectives wake up the game by adding a touch of originality to the cart. These engines were not just thrown in haphazardly to be used for advertisement but are well planned out. Each of them could easily bear the burden of having an entire game built off them. These multiple perspective stages are far more enjoyable and diverse than normally expected from a 16-Bit system.



space as an introduction to the general control of the game. Thereafter, the levels are difficult, with no continu-ues or any way to save your progress. Your best solution to play longer is not to get hurt in the first place. Extra lives can be earned by locating the cowboy hats hidden in the level. Some 1-Ups can also be earned by grabbing all the 50 existing stars in any level or by reaching a total of 300. Any way you look at it, Toy Story is tougher than expected for

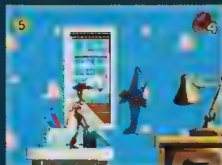
its target audience.

Psygnosis really did their research in new programming techniques during the development of the game. It pushes the capabilities of the Genesis further than anyone would have expected a 16-Bit system to reach.



Buzz, your archival, tries to take you out with his orbiting fireballs and laser. Knock the fireballs away and attack him after he shoots his laser.

"The characters in Toy Story have incredible depth and realism."



## NEWS FLASH! Simultaneous Launch

Toy Story the video game is scheduled to be launched simultaneously with Disney's first-ever fully computer-animated feature film. The voice of Woody the draw-string cowboy hero is provided by Tom Hanks, while Tim Allen is the voice of Buzz Lightyear, the latest spaceman action figure. The two form an alliance to survive in a dangerous outside world. The graphic artists and animation specialists that worked on the development of the movie lend their talents to the development of the graphics in the game. Keep an eye out for the holiday movie release date.



Hit pedestrians,  
outrun police cars  
and get gunned  
down in a drive-by  
shooting.

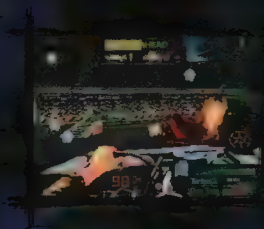
Finally a game  
that shows what  
L.A.'s  
really like.

SONY





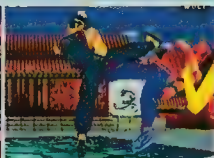
PlayStation



SATURN

ARCADE

SATURN



# Virtua Fighter 2

## VF2 Is Finally Here!

The fighting thrills of Virtua Fighter 2 are almost here. Here at **EGM**, we've received a copy of the latest incarnation of Sega's premier fighting

game. So we popped it in our Saturn and tried it out. At first glance, Virtua Fighter 2 looks really good. The characters are crisp and clear. However, they are still less detailed than the arcade game. While our copy was far from finished, we couldn't believe how different VF2 is from the original VF. It's as if the game went from 16-Bit to 32-Bit in less than a

year! However, with these few exceptions, VF2 comes remarkably close to the original coin-op.

Gameplay can make or break any fighting game—this one is no exception. You will have no problem with the control at all. Whereas the first VF had that quirky control where the timing seemed a bit delayed, this one is very responsive. If you are used to the first game, the sped-up control takes a little getting

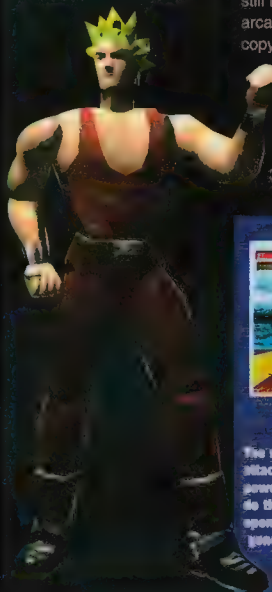
### PLAYER SELECT

#### PROFILE

Name Kage-maru  
Country Japan  
Birthday 1971.6.6  
Sex Male  
Job Ninja



RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	PLAYERS	
Sega	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Platform	30%



### Up-close and personal (and then Di)

The new fighter Kage-maru is one of the most powerful in the game. He has a number of very powerful attacks that are hard to block. One of his most powerful is a rolling attack. He can do the customary hit-and-run attack, but he can also do a rolling attack. He can do a rolling attack upon for a rolling hit. If you can block a rolling attack, you can block a rolling attack. See if you can add more power to your arsenal for your next fight.

# INSIDE TRACK

And in this corner...



Lion has been chosen to go from here attacks with... already in his... that he... that will... even the... always down. Sometimes... is possible to... with a... as, then quickly... for the... Lion has a lot of...



**This is as close a translation as you're going to get**

used to. For those who never played the first, it is relatively easy to learn. The only annoying control element lies within the jump attacks. You fly unrealistically slow and are open to "virtually" every attack your opponent can muster. It is the same way in the arcade, but it's an annoying feature nonetheless.

Virtua Fighter 2 has two added characters from the original game: Shun, an old man who uses the drunkard style and Lion, a martial artist who specializes in the mantis style. One appealing element was that the fighter's moves are kept in line with their style. Almost all of the attacks are real martial arts moves. For example with Shun, his style makes him look like he's fumbling about,

but that is how he disguises his attacks. As he tumbles about, you'll have a hard time figuring out what he is going to do next. Lion uses the attacks of the mantis style with deadly efficiency. His attacks are mostly ranged or countersinks. In a way, the earlier fighters weren't as specialized as these, so they



may seem a bit weaker.

All of the other fighters from before are here. Each one went through a visual overhaul, resembling those of the Remix. All the moves of the arcade are here, and they control beautifully!

The last Boss, Dural wasn't programmed yet, but it should be. No word on whether or not there will be a code to play as him... or is it a her?

The computer AI is tough and most often cheap. It won't hesitate to throw you. You shouldn't attack a computer opponent with jump hits, because you'll get nailed out of the air every time.

At least the computer is challenging.

Overall, Saturn owners will enjoy what Sega has done with this translation. The music is right on the



The best way to defeat Jeffry is to use your ranged attacks.

mark, and the control is set up so anybody can do a reasonable amount of attacks. Sure, the computer may be cheap, but then again, aren't the human opponents in the arcades the same way? If you want an accurate translation of this game, this is as close as you're going to get. ▼



Pal has a number of fast attacks, allowing for quick combos. You can often follow up with a throw.

SATURN

# Galactic Attack

## Classic Style With a Twist

The latest shooter by Taito, *Galactic Attack* lets players battle against hordes of enemies that are not only on one level, but exist on multiple planes. *Galactic Attack* is a fast top-

down view shooter in which you fly your ship and battle through the exhilarating levels of action.

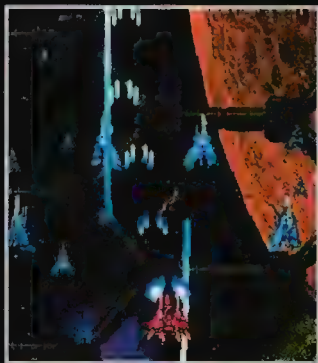
You can play by yourself or with a friend in Two-player Mode where you can combine forces to double the effectiveness of your attack.

The stage backgrounds are the most impressive feature of this title. They visually stimulate (and

distract) the player with a their nauseating effects. Close attention must be

paid to blocking out these eyecores as you concentrate on your ship and dodge the enemy's ammunition coming your way.

These backgrounds have close resemblance to the irritating but impressive background effects of ??? which first set



Striking these enemies while they are on a lower level will save you the pain of getting hit later.

the standards of games in this genre.

Your ship has full-screen movement and reacts quickly to the slightest touch of the controller, allowing you to get to the much desired power-ups that appear all over the

RELEASE DATE DIFFICULTY

December Moderate

PUBLISHER PLAYERS

Acclaim 1 or 2

SIZE THEME % DONE

3-EGM 80000 90

# CRITICOM™



**Hollywood Animation Standards**

**Killer CD Sounds**

**Exotic Cast Of Characters**

**Fighting To Live For**

**Gameplay To Die For**

**Everything else is for mere mortals.**



**PlayStation**

©1995 Sony Computer Entertainment Inc.

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners. CRITICOM™ and CRITICOM™ PHOENIX™ are trademarks of VIC TOKAI INC. All rights reserved. Distributed by VIC TOKAI INC.

**VIC TOKAI INC.**  
DIGITAL ENTERTAINMENT INC.

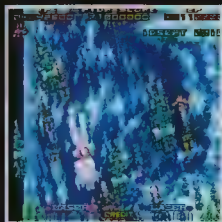
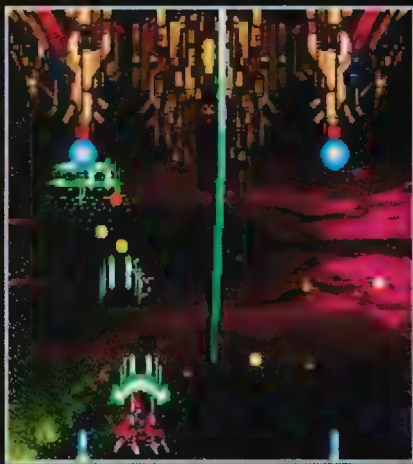


**VIC TOKAI INC.**

32904 Lakeside Ave., Torrance, CA 90501  
Tel: (310) 236-1000 Fax: (310) 236-6500

**NYR**

NOT YET RATED



This armada of ships can only be attacked with your tracking lasers.

screen. Galactic Attack has different planes of existence for the enemies. They can be simplified into two groups, the first group being the one that you can shoot with your front weapons and the other group of enemies that are lower

than your craft on various levels. These enemies cannot be effected by your frontal guns, and must be targeted with your laser attack to track them to their home level to strike them dead. The interesting point to these enemies is that you can see a group of them approaching from a low altitude being small on the screen and watch them grow as they come into range of your front guns. While they are approaching from the bottom you can pick off as many as possible to save yourself the difficulty of having to battle them all on your level where they have a better chance of destroying you.

The music track is typical for a game of this type. It is upbeat and fast-paced, easily keeping the player from falling asleep while behind the wheel. The



**This title has a true shooter feel from the hordes of enemies and nauseating backgrounds?**

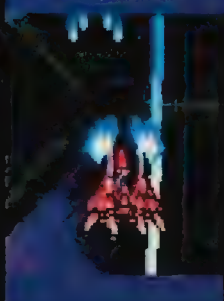
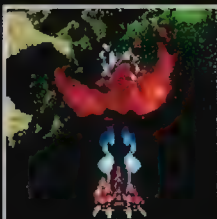
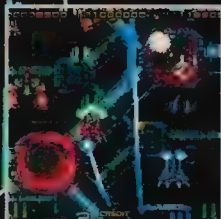
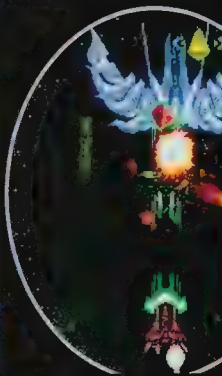
sound effects also keep the game lively by adding the proper noises and sounds to accent your playing with laser shots and explosions. The best feature of the effects is that the front guns are toned down, so you don't get annoyed as they fire repeatedly throughout the entire game.

Galactic Attack is a joy to play. With the multiple levels of enemies, fast-moving backgrounds and the excellent graphics and sound, it will easily work itself into the hands of gamers who love the classic top-down perspective shooters but want some new twists to the aging genre. ▼

## INSIDE TRACK



The enemies within Galactic Attack are located on multiple levels of the screen keeping your standard frontal attack from causing any damage to them. Flying in front of your ship on the screen at all times is the laser-locking sight that marks and records enemies that it touches. It can mark multiple enemies allowing you to kill more than one at a time with only one press of the button. The lasers fire out of the rear of your ship and track forward to anything that has been marked. These are extremely powerful and destroy enemies and other objects with one hit. However if nothing has been marked, then the lasers fire rearward and just arc forward chasing after nothing. The auto-locking lasers give you full advantage of the screens of the game by giving you twice as much action and diversity as with standard two-dimensional shooters.





# AMERICA'S LARGEST KILLER OF TIME™

**ZOOP - IF YOU START YOU MAY NEVER STOP**



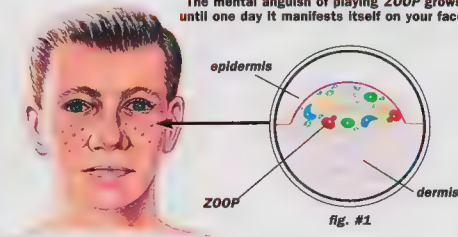
(Dream cycle of a normal and healthy teen)



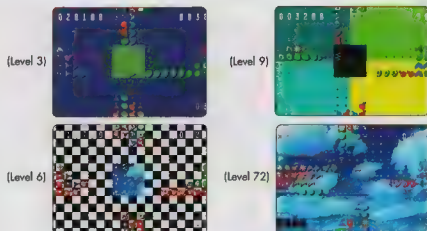
(Dream cycle of a teen who plays ZOOP)

**Warning!** ZOOP looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.

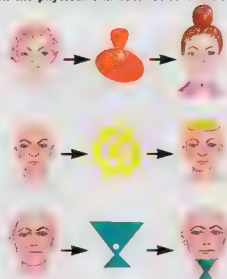
The mental anguish of playing ZOOP grows until one day it manifests itself on your face.



## THE DEPTHS OF ZOOP



Research has shown the longer you play ZOOP, the more you actually start taking on the physical characteristics of ZOOP.



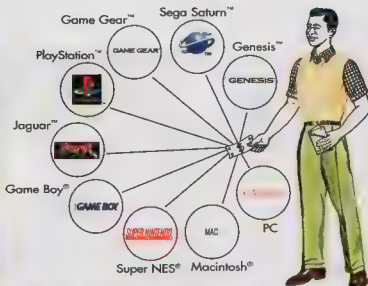
(Prolonged psychological effects are still under study.)

## MONEY SPENDING PATTERNS.

before ZOOP:



after ZOOP:



© 1995 Viacom International Inc. Zoop is a trademark of Viacom International Inc. All Rights Reserved. © 1995 Original Game Concept Hosted by: Future Publishing. Nintendo, Super NES, Game Boy and the official and are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Genesis, Game Gear and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. This office will ensure that this product meets the highest quality standards of Sega. Any games and accessories with this and to be sure that they are compatible with Sega Saturn, Genesis, Game Gear, system. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment, Inc. This software is compatible with PlayStation game consoles with the NISC "U" designation. Jaguar and the Jaguar logo are trademarks of Acorn Corporation. © 1993 Acorn Corporation.

SATURN



## Home Alone® In Game Form

**D**ouble Switch is the FMV game in which you control the trap-like security systems that protect the building from countless evil foes wandering within. Your supervisor and the owner of the building, played by Corey Haim, has been locked up and now has drafted you to do his job.

You are put in charge of arming the traps, which requires that you fast-jump to different areas of the building and select which

trap to spring on the unsuspecting bad guys.

The graphics are better than the Sega CD version, but not up to Saturn's standards. The control is simple but highly confusing. In the beginning of the game, it seems as if you are just flashing about the screen with no purpose in mind and watching the traps suck in the bad guys with almost no input from you. The action of Double Switch is mostly in the form of an army of

repeating enemies who never seem to get the hint that they are unwanted and just abandon their effort. But if you do a less-than-average job as the human security system, you get repeatedly reprimanded by your supervisor. It's not pretty.

*"Who would put Corey Haim in charge of building security, anyway?"*

Unfortunately, Double Switch is nothing more than a game designed for players who like tricks, traps and most of all, Corey Haim. Players who are expecting a revamped version of Night Trap are sadly mistaken. This title boasts nothing more than a fallen star thrown in with other B-actors that have as much of a future as this title. ▼



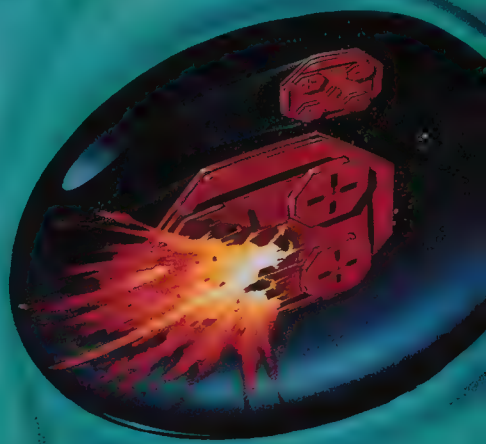
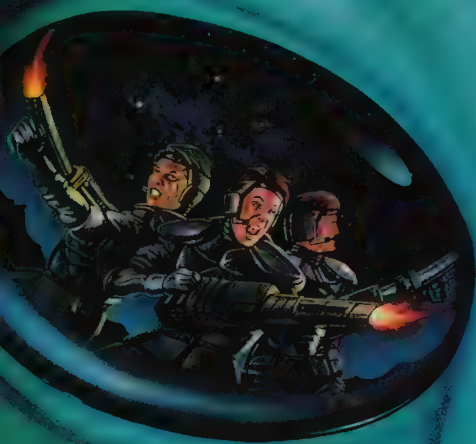
RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Digital Pictures	1	
SIZE	THEME	% DONE
CD-ROM	Adv.	90%



Finding the numerical code is the only way to release Corey Haim.



...It started out as a few unconfirmed sightings.  
Grisly tales of vicious abductions and barbaric human  
experimentation. Now, those who once doubted are forced  
to believe. And you must set your sights on destruction  
before destruction sets its sights on you.



# X-COM UFO DEFENSE

The challenging game of combat and strategy  
where you lead a team of commandos on a  
full-out extraterrestrial assault.  
Exclusively designed for use on  
the PlayStation™ game console.

**MICRO PROSE**

1-800-879-PLAY <http://www.microprose.com>

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.  
©1995 MicroProse Software, Inc. All rights reserved.





# Theme Park

## For Kids of All Ages!

**T**he premise behind Theme Park is simple: It's the American dream! Start with a large piece of land, a lot of money and build a complete replica

theme park equipped with the latest attractions. So easy enough to use, and handling the phone is easy, but not so easy to solve any problem that

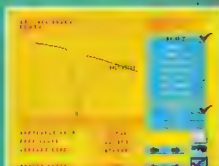


Figure 1

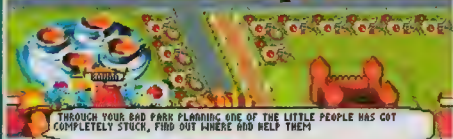
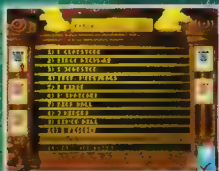


1. The first step is to identify the key components of the system. This includes the hardware, software, and data.

RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		PLAYERS	
Electronic Arts		1	
SIZE	THEME	% DONE	
CD-ROM	Strategy	100%	

make money  
to not only  
park, but you  
make sure  
enough to  
Good Luck

Theme: The game that is you will lose



THROUGH YOUR BAD PARK PLANNING ONE OF THE LITTLE PEOPLE HAS GOT COMPLETELY STUCK. FIND OUT WHERE AND HELP THEM



**Abstract**



# Are your limits the same as ours?

We've set our sights high, and nothing can hold us back. Are your career goals the same? If so, then come join our team! It's an amazing career opportunity. It's creative freedom. It's a chance to learn on state-of-the-art equipment—a chance to be a member of a team developing games for all of the newest 32 and 64 bit platforms.

Join Konami Computer Entertainment Chicago, a new U.S. R&D subsidiary of Konami Co. Ltd., an industry leader in electronic entertainment for more than a quarter of a century. KCEC's mission is to gather the most talented individuals on the planet to create the best video games for the American market.

We are actively hiring these skills:

**Graphics Designers/Animators: 3D, SGI  
Sound Designers**


**Sound Programmers: C, C++**

**Graphics/Animation Programmers: C, C++, Assembly**

KCEC is an equal opportunity employer located in a spacious NW Chicago suburb. Relocation packages will be available. Plus, we offer great benefits, including competitive salary, 401(K) plan, non-contributory medical and dental plans and, most importantly, a great place to work.

Please send your resume, salary history and demo of your best work (video for graphics/animation, audio for sound) to Konami at this address:

Konami  
Human Resources Department, Dept. FUS  
900 Deerfield Parkway  
Buffalo Grove, IL 60089-4510  
Telephone: (708)215-5100, ext. 133  
FAX: (708)215-5242



If you have one of those  
cute dogs  
that hangs its head out the window,  
don't bring it.

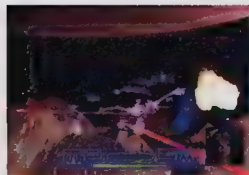


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that you are getting the best quality products for the Sega Saturn™ System.

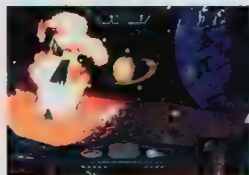


Saddle up. 'Cause at dawn you ride the death pony. And it's gonna be pure neck-snapping, retina-tearing speed! You see, **Solar Eclipse™** boasts third generation 3D technology

for the highest frame rate ever. That means tent-pitching **velocity** for our latest space combat n' carnage convention. But hey, it's more than some cosmic **speed trip**. Your mission's to battle a computer gone HAL—with all the high-tech weaponry your top gun **wet dream** can handle. And where are you dancin' this metallic lambada? On the new **Sega Saturn™**, of course. Oh yeah, you'll be smokin' mister. But don't bother cracking a window. It's 32-bits of **solar windburn** out there.



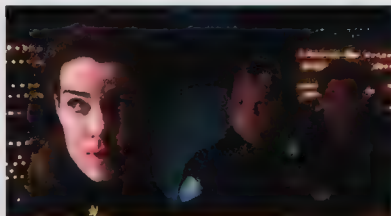
Pick from a shiny collection of do-it-yourself death tools: E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds, jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our speed lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto.



Meet Claudia Christian as the tough Major Kelt—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.



Call 1-800-771-3772 for game rating information.  
Crystal Dynamics and Solar Eclipse are trademarks of Crystal Dynamics. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. ©1995 Crystal Dynamics. All rights reserved.

**CRYSTAL DYNAMICS™**

PLAYSTATION



Doors that require a special key are easily identified by their appropriate glowing hue.

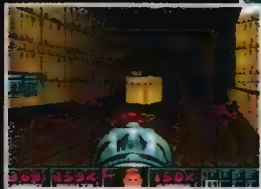
## DOOM

## Monsters and Mutants in the PSX

**I**d's original first-person height-mapped action game hits the PSX. Included in this trilogy of destruction is Ultimate Doom and Doom 2. Both of these titles are included in the Monsters and Mutants box, and it contains everything that had to be purchased separately on the computer. The game pushes the smoothness and outstanding graphic capability of the PlayStation to the limit. Not only is this title a good translation of the original, but Williams Entertainment, the producer, has also improved the already great title.

The levels remain basically the same with the familiar

level layout and weapons, but the graphic end of the game has been cleaned up substantially. Lighting effects have risen to include cast shadows and hues that give a genuine feeling of first-person action. Rooms with



vats of green ooze reflect a green shimmer all over the room, which can even be seen in the reflection off your weapon. This



The Imps are one of the weaker enemies; do not underestimate their accuracy or your health will be whittled down to nothing.

glow can also be seen from a distance down existing hallways and corridors.

The sound has also changed from the original version. New effects cause players to wander by the seat of their pants waiting for the

nasties to jump out at them and scare them half to death. Groans, growls and shrieks come from all over and increase in volume as you get closer to the source.

Controlling your character is simple with the many buttons on the PSX controller.



RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	PLAYERS	
Williams	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	100



Weapons, ammunition and slim packs are strategically placed throughout the levels and are guarded by tactical enemies.

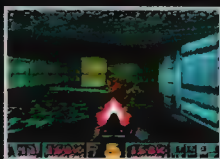
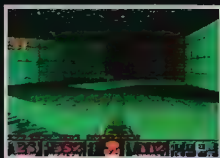
**"If you thought the computer version could never be topped, you haven't tried Doom for the PSX."**



Players who have endured the computer version with either the keyboard or the Gravis® Pad are in for a shock after discovering the ease with which control can be achieved on the PSX. The screens scroll smoothly as you wander about. Targeting and firing weapons is outstanding, giving you useful control of your character.

Doom does, however, have one feature that is bound to make you spend more money on peripherals. As with a handful of other titles, you can play a two-player game on two separate PSXs and TVs with the use of the link. Just as with the computer version, you can play a cooperative game or blast each other as many times as possible in Death Match Mode.

Veterans of the computer

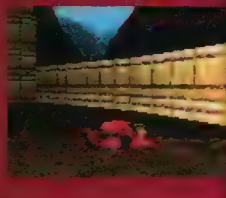


## INSIDE TRACK

There are enemies around every corner. Your best strategy for keeping yourself safe is to hit them from a distance and dodge their attack by using the L1 and R1 buttons, which are in charge of strafing. Lean out from behind a corner and let 'em have it. When they target you and start firing their weapons, just roll to the left or right to avoid getting hit. All the while, you can keep the same general direction and just move back into range and give them another go. This basic tactic works flawlessly in any situation where a good distance separates you from them. Don't waste too much time with this attack, however, because the free-ranging characteristics of the enemies in Doom allow



them to target you down from anywhere in the level. The strafe defense works well, but if you allow an enemy to get a few shots into you at point-blank range because you didn't know he was behind you, all of your effort will prove useless and you'll find yourself lying in a pool of your own blood.



version and other players who were always interested in the game but couldn't justify the cost of a Pentium just to play a few titles, will all rejoice at this PSX release. It has everything you could possibly want in this type of title. ▼



NEXT WAVE

PLAYSTATION

Alien

# Trilogy

## Back to LV-426

**A** claim has been working on the Alien Trilogy for the PlayStation, and it looks like a real winner.

AT uses a 3-D perspective to bring the popular movie series alive. With smooth-scrolling graphics you'll feel like you really are inside the colony filled with deadly aliens. So far, despite the name, Alien Trilogy seems to concentrate more on the James Cameron film than

the original and the horror third film. This may be changed from the version that was available.

The game is done in a similar fashion to Doom, complete with lots of killer weapons. Some of the pick-ups you find include the Pulse Rifle and the Smart Gun. Better yet, they sound exactly like they do in the movie.

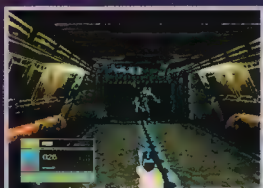
Alien Trilogy has its fair share of puzzle elements. There are areas that you can only get to by hitting the right switches. Others require you to blow up certain types of barrels to get

through.

It wouldn't be Aliens without our favorite xenomorphs



Throughout the game, you'll collect more and more weapons. You'll need them all.

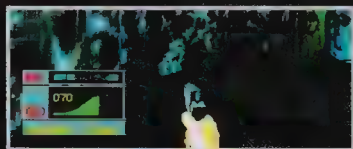
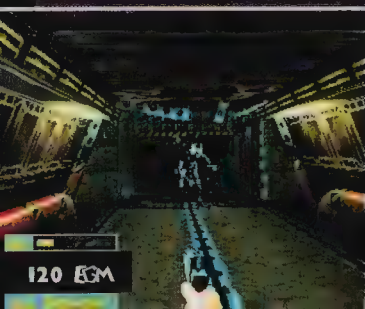


The Bio-Weapons group wants to collect alien specimens at any cost.

**"They got the Sarge man!"**

lurking around every corner. Some of the levels go for suspense, where it'll take a while for you to see a full-grown alien. Others take you into the heart of an alien nest, with

warriors and drones attacking from concealed positions. Facehuggers are plentiful. Often hidden in crates and boxes, they'll leap out unexpectedly. Only backing up and



RELEASE DATE	DIFFICULTY	
April '94	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
CD-ROM	Action	100%

120 EGM



Search the atmospheric processor for the alien nest. There's a Pulse Rifle hidden somewhere near the starting point.

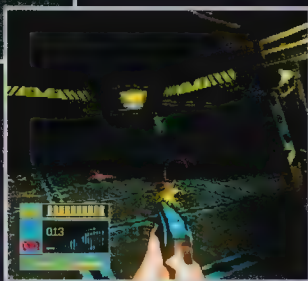
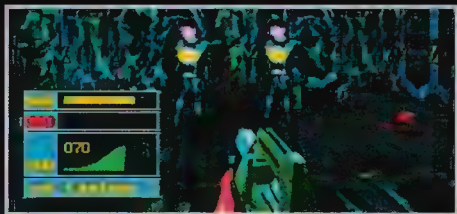
## INSIDE TRACK

The Aliens license is one of the hottest around. Awhile back, Atari brought out *Aliens vs. Predator*. It too was a first-person thriller. While the Jaguar version did allow you to play as a marine, an alien and the Predator, the game just lacked the feel of the movies. Acclaim's *Alien Trilogy* does feel like the series, especially in the sound department. Here, the enemies react intelligently, instead of milling about mindlessly. Many players complained about the slow speed of AVP. Needless to say, Acclaim has this game running fast and smooth. Overall, the PlayStation *Alien* game recreates the movies better, and is a more enjoyable game.

ling can get rid of these terrible creatures. One more thing, if you blast one too close, its acid blood will hurt you. Although they're not in the game yet, Dog aliens and Queen aliens might be added.

Aside from the alien forms, the company lackeys of the Wayland Yutani corporation's Bio-Weapon group are on the planet hoping to collect specimens. They'll actively work to stop you from killing aliens. They have big guns and nasty attitudes. On the brighter side, you can get a number of power-ups from them. Ammunition, health and a few other items can be had after downing these enemies.

The levels look like they are right out of the colony floor

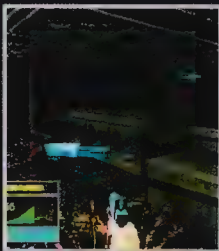


plans. The atmospheric processor is one of the really neat sequences. The attention to detail is great. There are miscellaneous pieces of tech lying about to give it the dingy look.

*Alien Trilogy* really creates the mood of the three films. The music is suspenseful and the audio is perfect, right down to the noise of the pneumatic doors. The screech of an exploding face-hugger will have you covering your mouth in fear.

The gameplay is superb, giving you the feeling of being there. The enemies react to you intelligently, often surrounding you before going in for the kill. The programmers still have some work to do on it, but when it's finished it should be one of the coolest PlayStation games around. So far the enemies are way too tough, and this version

did not have all of the levels. Still, it was a blast to play. If you loved the movies, this CD will make you drool. Watch for the ultra-hot game. ▼



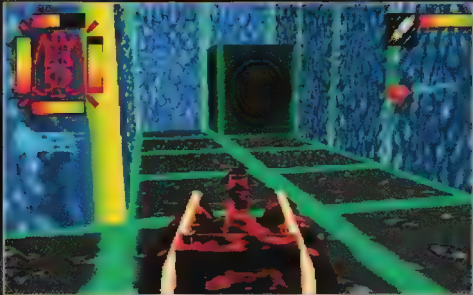
PLAYSTATION

# Assault Rigs

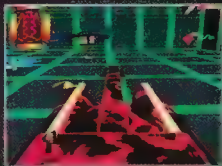
## Arena Assault at its Finest

**A**ssault Rigs is the arena game of mechs and destruction where you battle against other computer-generated mechs through various stages while gathering spheres. Assault Rigs can be played in One- or Two-player Mode, allowing you to go at it with a friend. Choosing one of the three available rigs, you select the mech that fits

your playing style best. The rig choices are: a light rig that is the fastest of all but has the worst armor, a medium rig with moderate speed and average defensive capabilities and a heavy rig that is the slowest of the bunch but is equipped with the best armor for protection. For beginning players, the medium rig is the best choice while learning the controls. It offers the best balance of protection and speed to introduce you to the game. Whichever rig you choose you can always improve it by finding weapon and shield power-ups in the level. Some of the weapon power-ups include a mini-

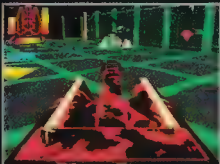
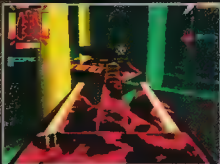
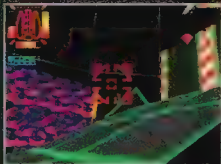


After you collect all the shapes, you need to find the exit which is not normally hidden from your view.



gun and interesting bounce ammo that ricochets off walls to hit enemies. Heat-seeking missiles and fly-by-wire missiles are also available. They cause a large amount of

damage, destroying most enemies with one hit. Other special rig upgrades can be found in the same manner as the weapons by finding the blue hovering cube and



RELEASE DATE

DIFFICULTY

January

Variable

PUBLISHER

PLAYERS

Psygnosis

1 or 2

SIZE

THEME

% DONE

CD-ROM

Fighting

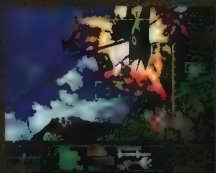
94%



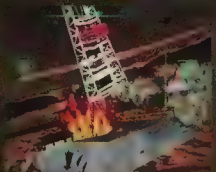
## AS OF NOW, AIRLINE FOOD IS NO LONGER THE MOST DEADLY THING IN THE SKY.



LOOK LIKE SALISBURY STEAK HAS FINALLY MET ITS MATCH. Introducing Agile Warrior F-111X. A game as intense as your grocery/ testosterone in places you never even knew you had it. From the cockpit of the most advanced weapon in the sky, you'll fly numerous deadly missions while enjoying realistic explosions and sound effects. Meanwhile, your arsenal of weapons will ensure that you steak havoc on anything and everything in your path. We have to destroy and it shows.

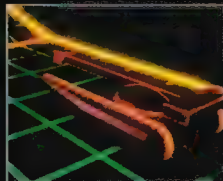


**INTRODUCING AGILE WARRIOR F-111X FOR THE PLAYSTATION. WIN A RIDE IN A FIGHTER JET IN THE NAME OF YOUR LIFE SHEEPSKIN.**



For complete details on complete rules, visit a participating retailer or call 1-800-888-8888. Agile Warrior F-111X, 3D, Box 8708, Dept 501, Newport Beach, CA 92668. Sweepstakes ends 8/31/96. Agile Warrior F-111X ©1995 Virgin Interactive Entertainment, Inc. and Black Ops Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. and the PlayStation 2 logo is a trademark of Sony Computer Entertainment Inc. The game will be available on PlayStation 2.

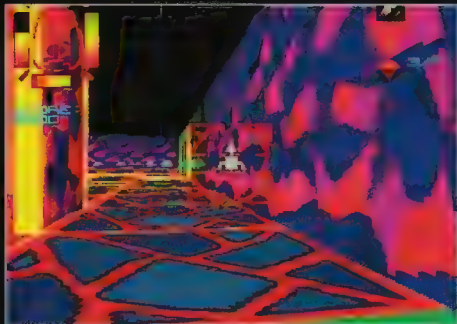




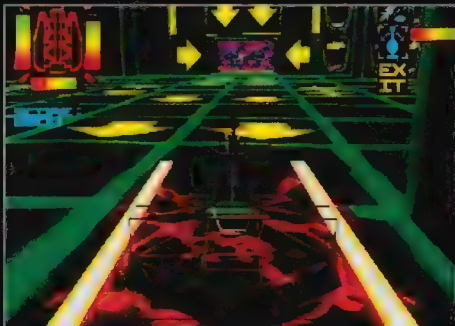
shooting it once. A weapon or other power-up will appear as the canister opens. These can come in many forms including shield upgrades in various powers and highly useful features such as the Auto-turret Option that will keep your turret locked on an enemy no matter which direction your rig is facing. These are only available to specific mechs, though. For instance, the light rigs cannot use the before-mentioned auto-turret due to a space

problem on the smaller craft. To enable the weapons or equipment, you need only to bring up the inventory screen and select the desired item. If it is a weapon, you will watch the turret of your mech morph into the new weapon and ready itself to be fired.

The levels in Assault Rigs have a Tron® feeling of virtual reality with the floor grid and the glowing lines on the mech. The arena stages are filled with uneven areas with



The cockpit view gives you the best perspective of all the views to locate your enemies and destroy them.



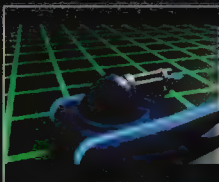
When you select a new weapon from your inventory, the mech's turret morphs into the weapon style showing you what is armed.

steep ramps where your rig can climb and descend. These areas can sometimes flip your rig over if you try to climb them too quickly and accidentally slide off the side. Flipping over causes your ship no damage but can aid the enemies while you are incapacitated even for a short while. They home in on your temporarily disabled mech and pounce on it with their weapons before you have time to recover.

The level objectives are simple: Eliminate all of the

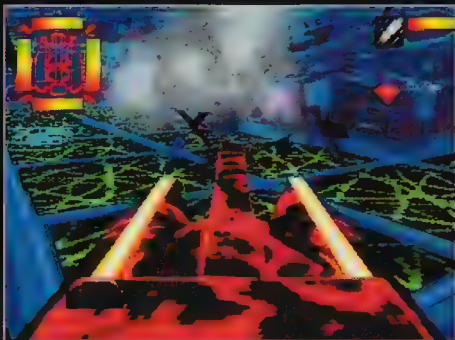
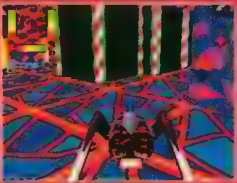
enemies, thus keeping yourself safe while collecting a predetermined number of gem shapes to finish the level. Once all these hovering shapes are collected, the exit will then become active and allow you to leave that level.

Assault Rigs is a challenging arena combat game that features smooth-scrolling battle action. Although the engine is highly simplistic, the ease of play and the large amount of power-ups are bound to keep players interested for a long time. ▼



## The mysterious Green Gates

Giant green blocks that appear to be standard walls can usually be moved to gain entrance to hidden areas that may contain more of the needed shapes. They can be activated just by running into them. The gates will move in their respected order and allow you to enter the area that they had previously hidden. This is very important to finish some of the levels because you will not be able to find all the required shapes without this trick.



ALL ZOMBIES IN FAVOR OF BANNING  
CORPSE KILLER RAISE YOUR, WELL,  
RAISE WHATEVER YOU GOT LEFT.

McLaine in Corp

As a lone little island

infected with enough zombies

to film the most 3 signed to

laugh of the Rating Board

As a Special Forces officer

you must wear your army

through a R.I.D. plot you

away, dropping only 11/140

island and using the refutation

can't stand off your family



The new Expanded Edition features new sounds: tons of shooting corpses fall

about zombies and you, lots of blood, eggs. You began happy life with



McLaine in Corp

As a lone little island



PLAYSTATION

# Viewpoint

## It's a Matter of Perspective

**T**he spectacular shooter that wowed Neo-Geo owners a few years back will be making its way to the Sony PlayStation. In terms of translation, the old polygon graphics have been texture mapped with lots of new details. However, the music was changed a bit, but it still rocks. The tunes are sort of like a slow techno thrash.

Viewpoint uses a perspective similar to Zaxxon. The levels you fly your ship through range from a trench of a space station to the middle of a desert. Each area

has its complement of enemies and traps. The visual effects are really mind-blowing on some of them.

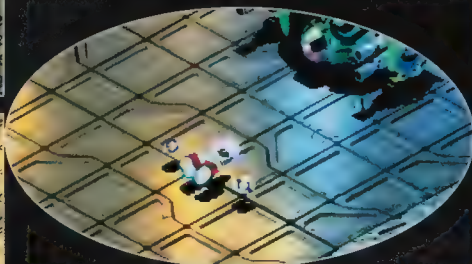
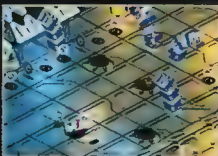
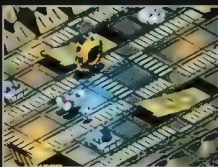
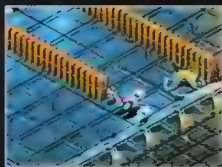
The first level resembles Zaxxon the most. As you fly through narrow trenches, swarms of enemies will filter from the top of the screen. You will come across indestructible walls with a host of gears at their sides. If you blast the gears, they'll slowly turn, revealing an opening. It's kind of hard to explain, but the looks are just plain cool. The first Boss is a super-powered cybersnail. It has plasma cannons on

either side of it. Blow these off, and you can then destroy its head.

The second level takes place over water. Enemies will pop out of it unpredictably. A giant dragon will

fly about, forcing you to dodge it. There is even a fish that lays mines. The overall intensity will have the most hardened shooter lovers running for cover.

The gameplay is relatively



RELEASE DATE

DIFFICULTY

November Moderate

PUBLISHER

PLAYERS

Electronic Arts 1

SIZE

THEME

% DONE

CD-ROM Arcade 99%



# OPTIONS "...similar to Zaxxon."

Options aren't just for extra firepower, though that may be their most common use. In Viewpoint you can use them as shields. They aren't the best of

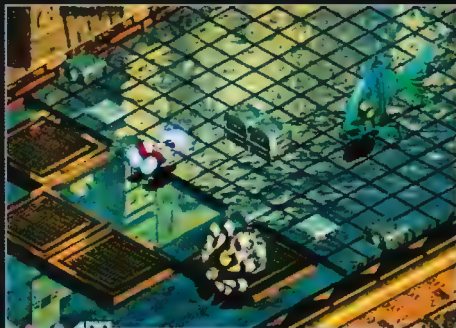
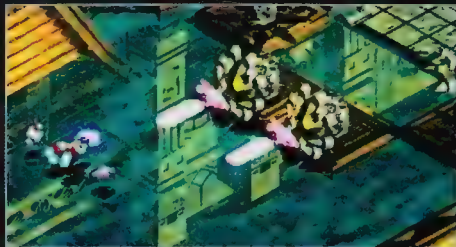


shields, as enemies and walls will still mangle you. However, small shots and bullets will hit them instead of you. If you are aware of where your options are, you can swim through a field of bullets unscathed. It's a cool technique.

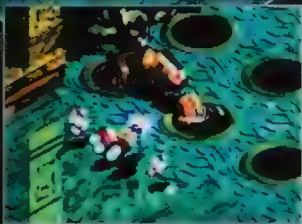
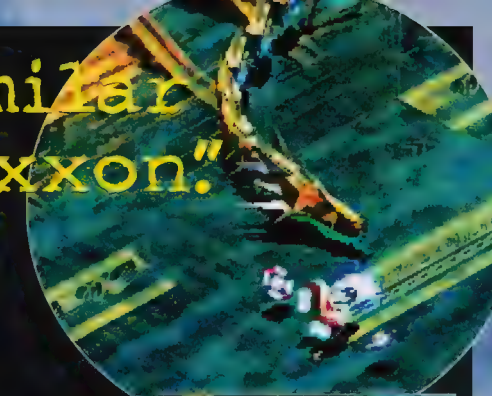


simple, like most shooters. You can charge down the fire button for a super-blast that can help you out. Your ship also has up to three different super attacks that affect enemies differently. One is a giant flame that engulfs the screen. Another is a shock-wave. The third is a series of heat-seeking missiles. If all this isn't enough, you may also collect a pod that gives you two options.

Some players might find the seemingly slow game-play irritating, but its speed is what keeps it playable. If the game was as fast as other shooters, you would be overwhelmed by the enemies. Besides, how could you marvel at the graphics?



This fish lays down mines. Try to detonate them early, otherwise you'll find yourself surrounded without any maneuvering space.



The CD gives you three continues to get through the game. You'll need them all if you're going to beat this game. Each level is divided into three seamless sections. Where ever you die, you can start up at that point. There are simple three-letter passwords so you can progress further on.

Viewpoint also offers two-player simultaneous play, a rarity for shooters. Now PlayStation owners can have an intense thrill. ▼

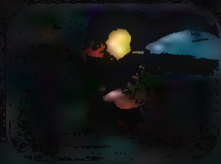
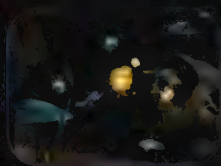
## BOSS!!

The game's final boss is a massive, multi-limbed creature that fills the screen. The boss is a complex of many different parts, including a large, central body with many smaller, branching limbs. The boss is a complex of many different parts, including a large, central body with many smaller, branching limbs. The boss is a complex of many different parts, including a large, central body with many smaller, branching limbs.



THE YEAR 2055  
UNCOVER SECRETS OF THE  
EPIC DISCOVERIES  
THAT MAY CHANGE  
THE COURSE OF MANKIND OR  
END ITS EXISTANCE

# STORM



"It's efforts like these that will establish a new 32 bit gaming paradigm."

-Next Generation

LY VANISH



SEGA SATURN



SEGA

The official seal of the Sega Saturn. It is a symbol of the highest quality in gaming. It is a symbol of the highest quality in gaming. It is a symbol of the highest quality in gaming.



PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. in Japan and other countries. © 1994 Sony Computer Entertainment Inc. All rights reserved. Sega Saturn and the Sega Saturn logo are trademarks of Sega Corporation in Japan and other countries. © 1994 Sega Corporation. All rights reserved. American Software is a trademark of American Software Corporation. All rights reserved. © 1993 Robert Smith.


# SENDAI'S GOT



**1.800.846.8503**

OR YOU CAN ORDER ON THE INTERNET AT <http://www.nuke.com>

Street Fighter Alpha is a trademark of Capcom Co., Ltd. Copyright 1997 Capcom Co., Ltd. All Rights Reserved. ©1995 Mortal Kombat 3 is a trademark of Midway Co. Entertainment Company. All Rights Reserved. Street Fighter Alpha 3 is a registered trademark of Capcom Co., Ltd. Dark Force is a trademark of Lucasfilm Ltd. DOOM II is a trademark of id Software.



## SEND A ORDERING CARD...

Simply fill out the order form with the magazines and books that you are ordering, total the order, and enclose your payment. All selections will be sent within one week of their availability to the address you provide on the reverse side of this card.

Magazine or Book	Code	Price	Qty.	Total
Shipping and Handling				
Total				

**FOR CREDIT CARD SERVICE, CALL 1.800.846.8503**

Some products are shipped outside and are shipped within the United States. Certain items may not be available in some areas. All prices are subject to change without notice.

Send the goods to:

name

address

city

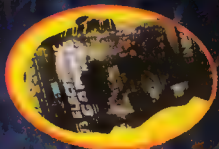
state

zip

e-mail add.

SEND NO MONEY NOW

Sendaj's Got You Covered  
P.O. Box 1502  
Lombard, IL 60148-0624



EST GAMES, GADGETS, MOVIES AND MORE?

# YOU COVERED...

**NOW** you can get into the game like never before with special magazines and books from **Sendai!** Each of these high-quality publications is guaranteed to deliver insider information matched with incredible graphics that you won't find anywhere else!

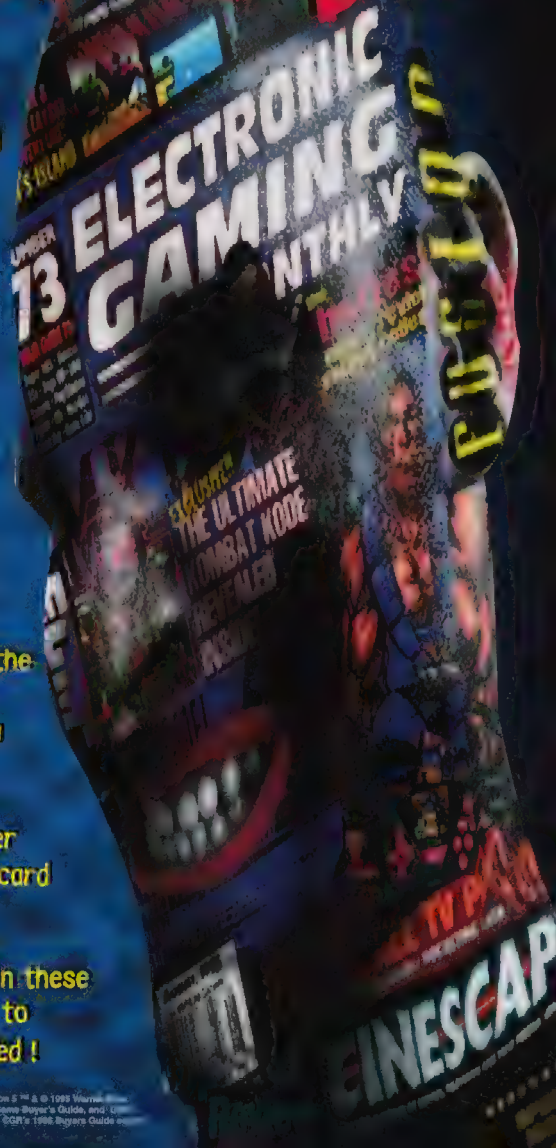
From special annuals to licensed publications that focus on your favorites,

**Sendai** has something for you!

To order, simply select the products that interest you, write the corresponding product code on the special savings card inside this mag and enclose your payment.

You can even order these great publications over the phone with your Visa or Mastercard or via the Internet!

No matter how you get your hands on these great magazines and books, be sure to act now because supplies are limited!



PLAYSTATION

## CRITICOM

## Futuristic 3-D Fighting

**V**ic Tokai has a fighting game for the PlayStation in the works. It's called Criticom, and it can best be described as Toshinden in space. Criticom is still early, but it shows promise.

The game engine bears a strong resemblance to Toshinden, as the characters fight in real 3-D space. There is a button that allows you to rotate around your opponent,

lending some strategy to the action. Each fighting arena is circular, and it is possible to be knocked off of the edges.

The combat is not set up in rounds. Instead, each fighter has two life bars, with the victor being the one whose strength outlasts his foe's.

There are eight characters in all, offering a wide selection of fighters that have unique abilities. They range from a killer robot to an heir

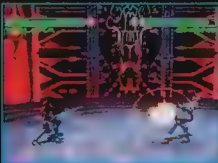
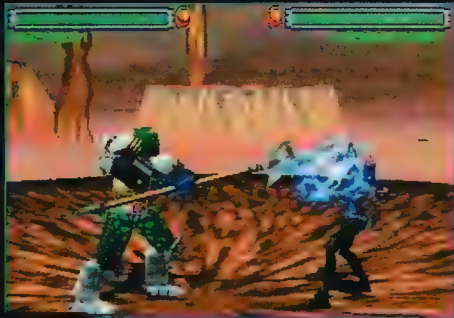
to the emperor's throne. You'll get a feeling for each fighter as the game progresses. Criticom features one innovation that might prove popular. As the game progresses, many fighters evolve, gaining new weapons and attacks. When this happens, they even look different. One character, for example, gains cybernetics that extend his reach. This is one of the most original elements Criticom possesses. You can use your upgraded fighter in the Two-player Mode if you remember to write down the correct passwords.

The bulk of the special attacks are done by pressing

**"...bears a strong resemblance to Toshinden."**

multiple buttons at once, or by rotating the control pad a la Street Fighter II.

The best element of Criticom has to be the rich story. The plot is detailed, and it provides a cool backdrop for the continuous fighting. When you keep the character's history in mind, it sort of gets you attached to a specific fighter. To get you



RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	PLAYERS	
Vic Tokai	1 or 2	
SIZE	THEME	% BOMB
320K	Horror	100

# LOOKS CAN KILL.

Get on the winning team or get out of the way. Jim Lee's WildC.A.T.S. are slashing their way onto the screen of your Super Nintendo Entertainment System. You take control of Spartan, Maul or Warblade in their ultimate mission against the evil Helspont and his Daemones. Work together and the WildC.A.T.S. blast through eleven worlds of tense battle and unfathomable danger. Don't, and it won't be just "looks" that kill you.

## JIM LEE'S WILDC.A.T.S. COVERT-ACTION-TEAMS

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Licensed by Neovana Entertainment Inc.

Designed and developed by Beam Software PTY LTD

Program ©Copyright 1995 Beam Software PTY LTD

Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc.

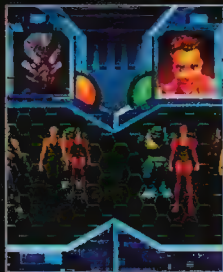
©1991 Nintendo of America Inc.

WildC.A.T.S. Covert Action Teams is a registered trademark of Beam Software PTY LTD

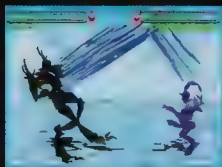
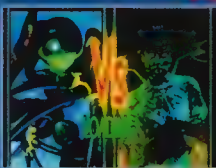
Beam Software PTY LTD is a registered trademark of Beam Software PTY LTD

Beam Software PTY LTD is a registered trademark of Beam Software PTY LTD

# Evolve or Die!!



The newest feature Criticom has is the ability to upgrade your fighter as you battle your opponents. It's a nice touch that keeps things fresh. There is a password that lets you import your fighter into the two-player mode. Imagine the look on your friend's face when you slam his unarmored fighter with a deadly weapon.



totally into the game, CG cinemas that show what is happening in vivid detail.

As well, Vic Tokai has put an unbelievable amount of detail in the backgrounds and characters. Each area is themed to match your oppo-

nent. The graphics are crystal clear, but for some reason it seems like the characters are just pasted onto the screen. The multiple views remedy this flaw, however.

Criticom is still early, so it's not the best time to critique the gameplay. As it is, it plays relatively similar to Toshinden. The two engines are very close.

The AI of the computer isn't finished, as the enemy seems incompetent at some times

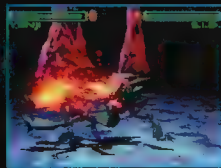


**If you start out with weak hits, you can often chain them together with a stronger move for a really deadly combo. Try to inflict damage quickly.**

and totally merciless at others. Right now, the best bet is to trick the enemy into walking off the edge of the screen. It doesn't matter how much life he has, he'll die.

So far, Criticom looks good. Anyone who enjoys fighting games might want to pick it up. A one-player game seems a little dull, but with two, it can be a lot of fun.

The graphics are good, and the gameplay looks promising. This might be a good addition to your library. ▼



**Characters gain special moves as the game progresses. Try learning how fast each move goes out, so you can gauge your response time.**

SONY



# WipeOut™

EXTREME G-FORCE™ IS A TRADEMARK OF WIP3'OUT™

**A Dangerous Game**

PLAYSTATION OCT 20th/PC CD-ROM COMING THIS WINTER

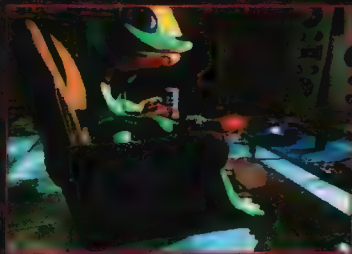


"The best reason to own a PlayStation"  
 - **Ultimate Gamer**  
 "Wild, stomach-twisting driving"  
 - **Game Pro**  
 "With WipeOut, the future really is now"  
 - **Die Hard Game Fan**

- 6 real-time 3D tracks
- 8 Anti-Gravity craft
- Multiple strategic weapons
- Link-up cable option
- Cool sounds & FX
- Totally killer graphics



PLAYSTATION



# GEX

## Lizardy TV

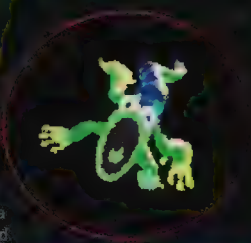
**C**rystal Dynamics' famed gecko Gex has finally hit the PlayStation with his witty humor and excellent game play intact. Better yet, a lot of the things that the 3DO game suffered from have now been fixed.

In case you're wondering what has been improved, here's the scoop. Upon turning on the game, you'll see that the opening cinéma is really clear. Whereas the old cinéma was dithered, this one is TV quality. Second,

the scrolling of Gex has been smoothed out. Before, the screen shook a bit when Gex was moving. The game speed has been increased as well. The audio, particularly the voice, seems more clear too. Overall, the levels are the same, but the minor control tweaks have made the already outstanding gameplay even better.

Gex is your standard Mario-esque platform game. You can destroy the enemies by leaping onto their heads,

whipping them with your tail or using one of the power-ups hidden throughout the levels. The basic premise is that Gex has been sucked into a TV. As a result, the levels are themed



Slick Gecko feet let Gex climb on vertical walls to gain power-ups that he normally couldn't obtain.

RELEASE DATE DIFFICULTY

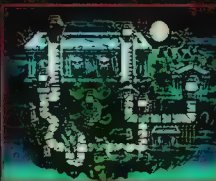
December 1995 Moderate

PUBLISHER PLAYERS

Crystal Dynamics 1

SIZE THEME 'N' DOME

1.5 MB Action 3D



# DESTRUCTION

LOVE THY NEIGHBOR.  
WRECK HIS CAR.

derby

KIDS TO ADULTS



AGES 6+



PlayStation

PC  
CD  
ROM

"It's the most impressive PlayStation game yet!"  
Next Generation

"A carnage-filled crunch fest." Die Hard Game Fan

"The most realistic crashes we've ever seen"  
Game Players

"This is stock car racing on steroids"  
Electronic Gaming Monthly



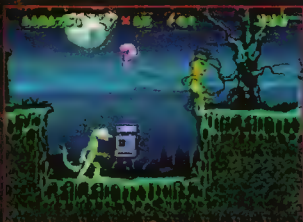
PlayStation and "PlayStation" are trademarks of Sony Computer Entertainment Inc. Paygnole™ and Destruction Derby are trademarks of Paygnole Ltd.  
© 1995 Paygnole Ltd. © 1995 Sony Electronic Publishing Company

# The Exorcist?

The first Boss is the little girl from *The Exorcist*. The screen will scroll back and forth, and she will summon a ring of skulls to gather around her. You should try whipping her right below the skull line, so you don't get hit. If you do get smacked, pick up the life icons and continue after her. Once you've hit her about three times, she'll morph into a skull-faced hag that spits pea soup. Dodge in-between her shots and get in a few good whacks. That should put her out of commission.



"Gex has plenty of secrets to tease gamers with."



Cameras represent save points to record your progress through the levels.

The most popular movie genres are represented here, from horror flicks to martial-arts action. Each area has its own map with a series of levels. In the course of each zone, you'll pick up a remote control that'll open up the next location. Once all the levels of that area are

defeated, you get to fight a Boss.

The first series of levels will pit Gex against a host of enemies from classic horror flicks. You'll be going up against Franken-geckos and a chainsaw-wielding maniac.

The Boss of this section is a Linda Blair look-alike (the girl from *The Exorcist*). She even spews pea soup at you!

The famous comedian Dana Gould has lent his voice to the wisecracking lizard. Often in the middle of an exciting part of the action, Gex will start mouthing off with comedic results. The rest of the audio is excellent as well, with the music creating just the right mood for each zone.

Gex plays a lot like any of the Mario series. The control just feels "right." You can run, jump, twirl your tail or

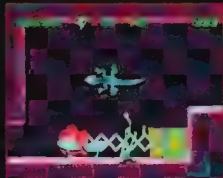
lick out your tongue. One neat aspect about being a gecko is that you can climb up walls. Gex also has its fair share of icons. There are pods that give you life, the ability to breathe

fire or ice. You can also get sped up or invincibility. Adding to the mix are triggers that open hidden areas. Gex has plenty of secrets to tease gamers with.

Gex stands out as one of the better action platform games around. The graphics, sound and control are all terrific. This one should give action fans a good time.



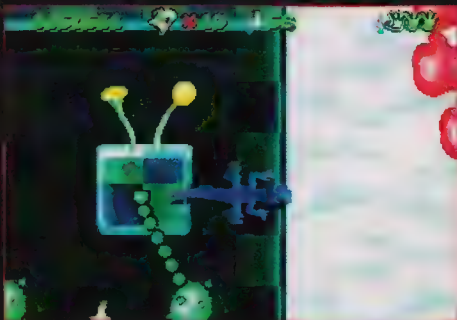
Using the height advantage of where Gex is now, he can kill these guys with little risk.



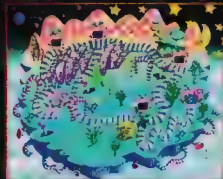
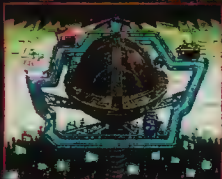
Stay away from this timed trap by quickly getting out of its range.

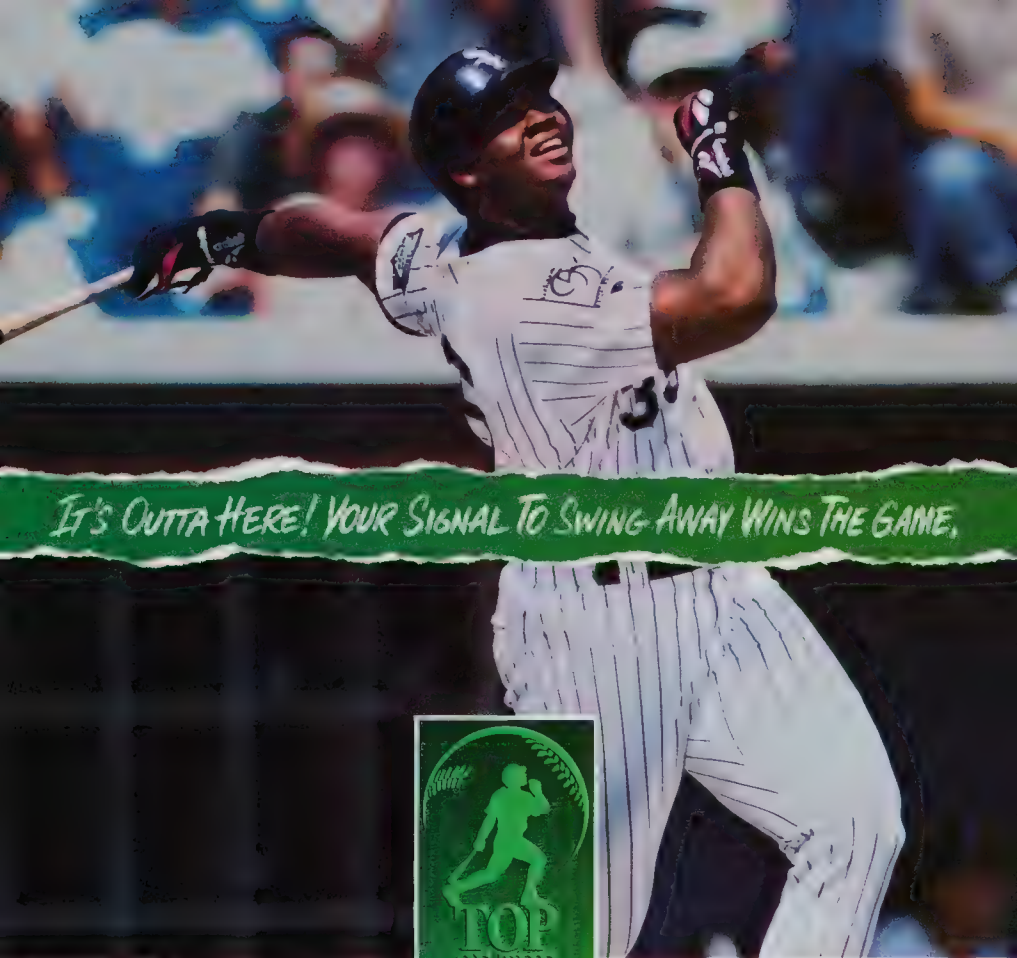


Attack the flying gargoyles using Gex's tail to strike them as they fly below him.



These swinging spiked balls will cause a moderate amount of damage to the unsuspecting lizard.





IT'S OUTTA HERE! YOUR SIGNAL TO SWING AWAY WINS THE GAME.



IS HERE.

Congratulations. You called your first play as a major league manager. And you did it while playing Top of the Order, the awesome new interactive card game from Donruss. To win, you need brains. You need guts. You need some luck. Because you call the shots, just like a big league skipper.

Play Top of the Order and you can draft an MLB® team from an 80-card starter deck of authentic game photos.

You can build a dream team with booster packs, up to 360 cards in all. You can challenge your friends. Top of the Order. Get off your butt. Get to the store. Get it today.



**DONRUSS**

PLAYSTATION

"SG tops the charts with diversity and originality."

## The Battle Has Begun...

**S**pace Griffon VF-9 is a game of battling mechs in an adventure game setting. You and your assault party are assigned to search the various levels of the giant maze-like structure filled with guards, mechs and unidentified life forms. The linear story in Space Griffon guides you through the

fortress by supplying you with information in the form of visual communications with the other mechs in your assault party. Your friends inform you what needs to be done and supply you with useful maps and game hints.

Your mech is known as the

Griffon; it is a transformable battle mech capable of three different modes of attack: Combat, Assault and Cruise Mode. You can switch between each of these modes and customize how your mech controls in combat or while scouting. The feature used most often is the map window located in the upper-left of your view screen. This shows all the enemies but special items and needed supplies are not shown. You need to find these by wandering close to

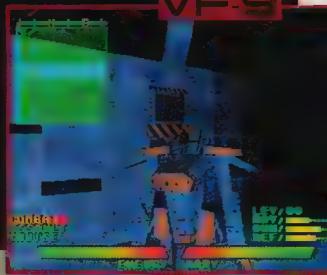
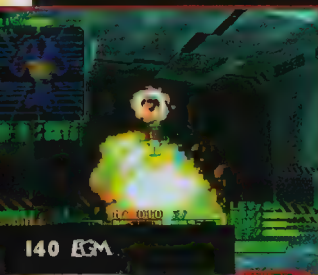
their location. A colored holographic display will appear on the screen in the direction of the object.

Compared to the standard players have grown to expect from mech-sims, Space Griffon VF-9 tops the charts with diversity and originality. ▼

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Atlus	1	
SIZE	THEME	% DONE
CD-ROM	Science Fiction	100

# SPACE GRIFFON

VF-9



Parents yell at you.

Teachers yell at you.

But when 10,000 rock 'n' roll fans yell at you,  
you'll probably pay attention.



a little more  
noise from our

**fun &  
games**

dept

When you play Quest for Fame, keeping up with the rock band Aerosmith is only part of the challenge. You've got to jam your way out of your bedroom and onto their world tour. But you don't need a guitar, because the Virtual Pick can be used on just about anything. Look, it's rock 'n' roll, it's fun and it's something that could drive your folks nuts. What more do you want? Check it out on the Internet at <http://www.software.ibm.com> To purchase, visit your local retailer or call 1 800 426-7235 (source code 5218).

PLAYSTATION

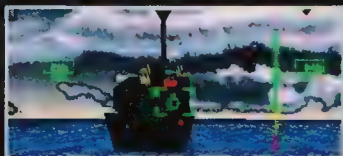
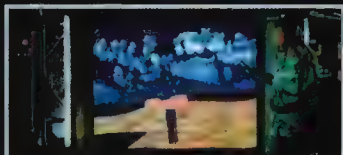
# Agile Warrior

## Change the Tides of War

**A**gile Warrior is the latest action-shooter for the PSX. The game is based on a flight inside a F-111 battling through different military hot spots that need to be cleared. The control of the craft is quick and responsive while you venture into the seven scenarios that will take you to the ends of the Earth. The



Highlighted points on the map indicate targets that need an attitude adjustment.



Hit this ship hard with guns and rockets to send it to a watery grave.

**Agile Warrior has obvious arcade traits that make play fast and exciting.**

mission briefing that you receive before each stage is a full-motion video of your commanding officers, who give you exact mission instructions and objectives that need to be achieved before completion.

Once in the mission, you find yourself against ground forces, airborne enemies and ground structures. After depleting valuable supplies, you will need to resupply your ship with the valuable weapon, fuel and armor icons that are relinquished by an enemy when it has been destroyed. Gathering these will keep you powered-up and ready to go after the countless enemies who are trying to protect their soil from you.

The music track is a powerful rock soundtrack with screaming guitars and a heavy beat. It serves its purpose by keeping you pumped while you ravage the countryside. The location of each mission visually corresponds closely to each selected scenario, matching the terrain expected to be found there. Agile Warrior is an action-based shooter from the start with obvious arcade traits that make play fast and exciting during the nearly endless missions. For fans of aviation shooters, Agile Warrior fills the void by having depth and more than just shoot-everything-on-the-screen action.

RELEASE DATE

November

DIFFICULTY

Moderate

PUBLISHER

Virgin

PLAYERS

1 or 2

SIZE

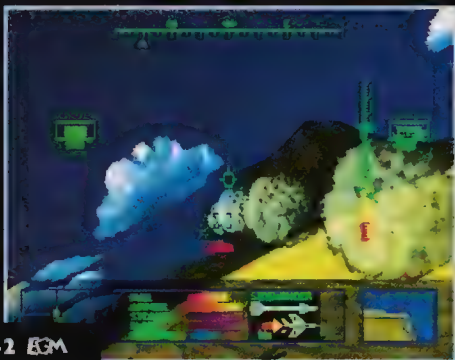
CD-ROM

THEME

Sim.

% DONE

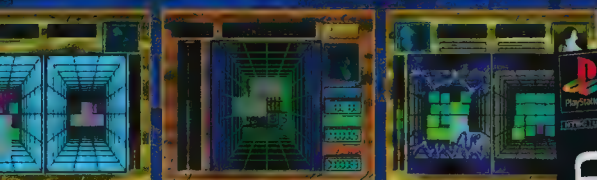
95



# Mental Block?

If old puzzle games leave you feeling flat,

## Try a new dimension in puzzling excitement



**A 3-Dimensional Challenge!**

# GEOM CUBE

Treat your  
brain to a whole new  
sensation. Take on a friend  
or a clever CPU opponent and move  
shapes in a real 3-Dimensional environment!



**TECHNOS**  
AMERICAN TECHNOS INC.

1 or 2  
Players

American Technos, Inc. 1995 Japan Patent, Software, and Game. All Rights Reserved.  
Geom Cube is a trademark of American Technos, Inc. © 1995 Technos Japan Corporation. Licensed exclusively to American Technos, Inc. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment Inc. The rating icon is a registered trademark of the Interactive Digital Software Association.

# SAVE HUNDREDS OF DOLL

POWERED BY  
**namco**



The burning sensation you feel is from your broken ribs, not some fireball.



# ARS ON FIGHTING GAMES.

## BUY THE RIGHT ONE.

The one with enough phenomenal

characters to make you want to play it.

The one with super smooth texture-mapped polygons performing countless

complex combat moves that make it

the most fun and intense fighting game ever.



of view, whether you're kicking some-

one's butt or getting yours kicked. The

one with some of the most impressive

environments you've ever seen, in

stunning 3D that makes you feel like you

are really there, in the ring, with them.

Available on PlayStation 2 and Xbox. PlayStation 2 version only available in North America.

PlayStation 2 version only available in North America. Xbox version only available in North America.

PlayStation 2 version only available in North America. Xbox version only available in North America.





# Lost Eden

## Anybody Know Where Eden Went?

**L**ost Eden for the 3DO is a unique point-and-click adventure. It combines great animation sequences and mind-bending puzzles to become one of the best games of this genre to date for this system.

In the story, play as

Prince Adam of Mo, the heir to the throne of the kingdom of Mashaar. On the day of your coming of age, you are about to embark on a great

**"Adventure game fanatics should keep an eye out for this one."**

journey that will lead you to the ends of the Earth trying to save Eden from the Tyrann and their leader

Moorkus Rex. Using your skills and cunning, you must try to build citadels in each province to help the inhabitants fend off the evil Tyrann. You are the key and possibly the only one who can unite the humans and the dinosaurs to form a strong bond once again so a prospering community can be built.

The controls that direct the game functions include different language subtitles and a recording of dialogues that allows you to replay the last 32 messages from NPCs. The controls themselves are extremely simple, not letting

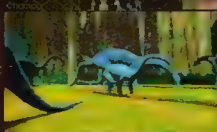


you bypass important items that may be needed later in the game. General wandering is also accomplished with ease as you direct your band of adventurers. Even while trying to use items in your inventory, control is simple, requiring only clicking on the item and then on the character you want to use it.

Lost Eden is a true adventure game. Your



**Thug is not only the party's loyal companion, but a good supply of apples.**



**Persuade the brontosaurus to build a citadel with a mushroom.**

RELEASE DATE DIFFICULTY

**November Moderate**

PUBLISHER PLAYERS

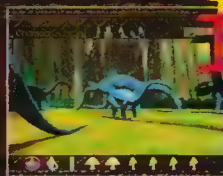
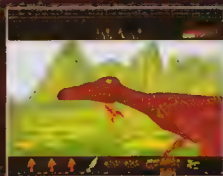
**Virgin 1**

SIZE THEME % DONE

**CD-ROM Adv. 80%**



# INTERFACE



## "Lost Eden blends a challenging adventure with interesting cinemas."

most important objective the game is to solve the many riddles that will in turn bring about the desired results in the adventure. Even when you must defend



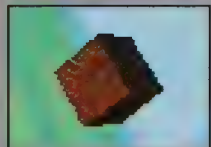
Searching the basement reveals the secret that this Iguana is keeping from the humans.



your citadels against the invaders, you need to only convince different races of dinosaurs to come to your aid. There are no fast-action battles to be engaged in. You only need to find the correct item or bribe to get your friends to help you in the fight. The story does evolve quickly so stay on your toes because you do have a time limit in which you must complete certain actions before disastrous results occur.

Many friendly beings in human, near-human and dinosaur forms will be met along your journey. They are all unique and can offer highly informative advice to help you. As the story unfolds, these friends will come and

The interface in Lost Eden has a unique point-and-click style. It features a rotating cube that displays the tool you are currently attempting to use. The box-shaped cursor automatically distinguishes between your choices. To walk to a different location, the cursor changes to an arrow to direct movement. It can also morph to an eye when it passes over an important object that needs a closer look. The human shape gives you the ability to talk to the NPCs in the adventure. The interface in its entirety is well designed and easy to understand, even for beginners.



go as time progresses. Some will only stay in their homeland and will cooperate with you fully as long as you are in their territory while others will stay with you to the end of Eden.

The cinemas are remarkable and fit properly into the story. They appear frequently and make the process of events extremely enjoyable as the story unfolds. They closely resemble the look of the Myst line of games being full of well...mist. The background music in Lost Eden is slow and relaxing. Perfect for a slow, riddle-intensive adventure game.

Lost Eden is a great adventure that contributes a handful of new features to the point-and-click genre. Just as in the IBM version the story is very linear and won't let you wander mindlessly or get lost in the world as you attempt to complete the quest. Lost Eden is great for beginning and experienced players alike, challenging nearly everyone with stacks of riddles and countless encounters. Players with an interest in dinosaurs mingling in a mythical world need to try Lost Eden. It is a fun and rewarding game from start to finish.

Adventure game fans should keep an eye out for this one; it is one of the best available for the 3DO. ▼



When you visit Dina you are given the knife by her grandfather after he dies.





# Wolfenstein 3-D



## Spread a Little Love Around

**I**f the Axis powers are threatening to take your nation as B.J. Blazkowicz is to infiltrate the impenetrable Castle.

Wolfenstein 3-D is the only your only way to fight the Axis in the well-guarded fortress to complete your mission.

But, before this, the Axis powers, there exists a game that is created and designed by the original first-person shooter game of blood and guts that defines the genre.

Wolfenstein 3-D is currently dominating the market. This fast-action, first-person scrolling game exercises new development techniques that made players feel as if they were truly in the action helping the hero win the war. This ground-breaking game that pioneered the Doom revolution was Castle Wolfenstein.

Now available for the 3-D

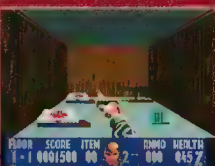
Castle Wolfenstein demonstrates that it is still the leader and that a timeless design can be enjoyed by all. The 3-D release included the original Castle



When your ammo is exhausted, you will have to reload in a kiosk that is only capable of minimal damage.

## HEALTH 'N WEAPONS

You begin your mission with only a knife and a pistol. By killing guards you can acquire new weapons and ammo to help you battle your way through each floor. Large caches of precious supplies can also be found by searching all of the walls and tapestries. Equipment is the key to winning the game. A good hint is to keep a constant mental note of every large storage of health bonuses or ammo dump you find. Return to them later when your supplies are low to revitalize yourself.



Wolfenstein levels and Escape from Castle Wolfenstein, giving you the equivalent of two games for the price of one. The game features four levels of difficulty: "Can I Play, Daddy?", "Don't Hurt Me", "Bring 'Em On", and "I Like Death".

RELEASE DATE	DIFFICULTY	
October	Variable	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	100%



If Ignorance  
Is Truly Bliss,

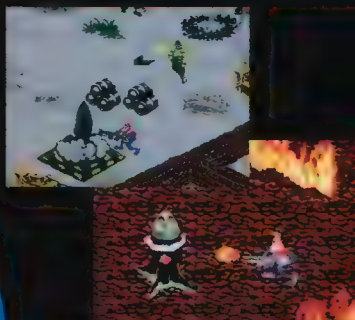
**CAPTAIN  
QUAZAR**



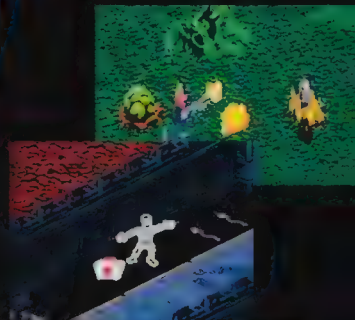
You're Looking  
At The World's  
Happiest Guy.



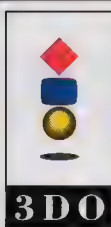
1 800 336-3506



*He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar, with a body of solid rock and a head to match — and he's only on 3DO®. Brandish his weapons, shoot big criminals, and get a big... bonus from the Intergalactic Police!*



*Outstanding, action-packed gameplay. Simultaneous two-player shooting with tons of targets to blast. Explore 10 big levels on 3 crime-infested planets. Each world challenges you with new missions and a bevy of drug runners, terrorists and felons.*



**WE  
GOT  
IT.  
THEY  
DON'T.**

©1994, October 2000, and 2001 Warner Bros. Entertainment Inc. All rights reserved. Warner Bros. Entertainment Inc. is the owner of the 3DO logo. All other trademarks and registered trademarks are the property of their respective owners. CD-ROM The 3DO Company, Inc. 1994. Warner Bros. Entertainment Inc. is the owner of the 3DO logo. All other trademarks and registered trademarks are the property of their respective owners.

## "The original returns with a vengeance"

mission. These stages take a substantial difference in the overall gameplay by increasing the number of enemies encountered approximately 25 percent for each difficulty level chosen. Within the games that are included, your mission is basically the same. Either attack the top of the castle or come back down to the bottom in order to finish the game while eliminating enemies whose sole purpose is to defend their military stronghold from the famed invader.

Interplay's *Doom* translation is possibly the smoothest first-person game of carnage to grace the CD drive of the 3DO. Scrolling is just—almost to the point of dizziness, while the musical score exhibits some intense sounds that keep the adrenaline-pumping while you hunt for enemies through mazes.

Each of the more than 30 levels puts your talents to the test as you battle against the overwhelming odds. The floors are large and packed

with enemies, a variety of weapons and traps, and a variety of secret passages, and a variety of difficulties. The game is a real challenge, especially if you're not used to the first-person shooter genre. The game is a real challenge, especially if you're not used to the first-person shooter genre.



FLOOR SCORE ITEM AMMO HEALTH  
1 2400 05 2 177 088 %



FLOOR SCORE ITEM AMMO HEALTH  
2 23800 34 1 000

with a variety of enemies. These encounters will be relatively effortless in the first levels but quickly swell to include a mix of all the enemies in the stages. The encounters start with you meeting dogs, soldiers, and the S.S. Later in the game, officers and mutants grace you with their presence. The dogs have no range but can cause a hefty amount of damage. The pigs, while wielding standard shotguns, have fair range but are inaccurate and slow in the draw. The S.S. officers are dressed in blue and are armed with machine guns. They have a high rate of fire with decent long-range accuracy.

Officers in blue dress uniforms are the ones to try to stop you. They run swiftly and use their pistols accurately. Their most common tactic is to run up to you and shoot you at point-blank range. The medical experiment mutants are the last you will encounter. They have a flamethrower mounted in their chests and are extremely fast to the draw.

Interplay has made possibly the best conversion of this game to date. If you're tired of the redundant horror-mapping games in the Doom genre and want to try the one that started it all, *Doom* by Wolfenstein is a try-sure-you'll-be-let-down

## WHAT'S NEW?



Unlike the original versions, the 3DO release comes with a built-in map feature. It is crude and simplified but gets the job done by keeping you from getting hopelessly lost. New weapons such as the rocket launcher and the flamethrower are present for you to find along with backpacks that expand your storage capacity. It is obvious that Interplay has refined the old id classic into an enjoyable game for 3DO enthusiasts.



SCORE ITEM AMMO  
1 19800 34 2 057

The Gatling gun is the best weapon to choose the heavily armored S.S.



FLOOR SCORE ITEM AMMO HEALTH  
3 20800 00 2 021



FLOOR COMPLETED

BOUNTY 000000  
TIME 09:36  
PAP 01:00  
CASH 0013100

PERFORMANCE RATED 010%  
FULL RATED 100%  
SECRET RATED 016%



SCORE ITEM AMMO HEALTH  
4 20800 00 2 021



SCORE ITEM AMMO HEALTH  
5 20800 00 2 021

# THE POUNDING IN YOUR CHEST.



# THE SWEAT ON YOUR PALMS.

# THE BUGGIN' OF YOUR EYEBALLS...



# NOW MORE VIRTUA THAN EVER



We haven't merely duplicated the arcade classic, we've completely redefined what Virtua Racing is all about. We're talkin' more vehicles. More circuits. Grand Prix mode. Split screen mode. And a twin 32-bit RISC engine that'll curl your toes right through your sneakers... No other version even comes close.

**HOLD ONTO YOUR HAIRPIECE,  
THIS ONE'S ON THE SATURN**

Visit your favorite retailer for more details.

TIME WARNER INTERACTIVE'S  
**VR VIRTUA  
RACING**



3DO



# Alone <sup>In</sup> The Dark 2

## Are you Afraid of the Dark?

### Inside Track

A mysterious tale of pirates and moonshine surrounds the disappearance of Grace Sanders. As you adventure through the grounds of the estate, you will come across books, notebooks, and paper clippings that will slowly reveal the events that brought about the current conditions. Walk to every corner of the landscape and each room. Items that may be hidden behind objects in the foreground and will not be seen unless you walk on top of them. Even items in plain sight may be missed because they blend into the background too well.



The sequel to the admired *Alone in the Dark* debuts on the 3DO. Using the same engine as its older brother, *Alone in the Dark 2* features everything you would expect a revised title to have, except improved speed and control.

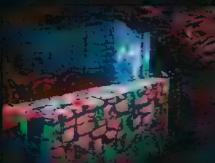
In this story, play as Edward Carnby on a quest to free a child known as Grace Sanders who has been kidnapped by One-Eye Jack and brought to Hell's Kitchen, Calif.

Searching through the grounds of One-Eye Jack's estate, you must find clues that will help you free the captive child. Enemies, mostly in the form of armed guards, are waiting to stop you from reaching your goal. Now, with a 38 clutched tightly in your hand, venturing into the estate.

The overall speed of *Alone in the Dark 2* is slow, a problem with the game that was

never encountered in the previous version. Loading times are excessive and longer than expected but are still not bad enough to shame this title. On the other hand, the speed and control are enough to make you wish for the first release.

**"Any sequel should at least be better than the original."**



The background music and sound effects are strikingly similar to the first *Alone in the Dark*. The music conveys an eerie feeling that fits the conditions of the story and the plot well. Sound effects complete their main purpose by livening up the characters and their actions.

Control is excessively slow. Aiming a weapon at an enemy always causes you to over- or undershoot every time. In the event that the



RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Adventure	100%

SkyBox International Presents

# THE BATTLE OF THE CENTURY

Featured Championship Bouts:

BATMAN<sup>™</sup> vs. CAPTAIN AMERICA<sup>™</sup>

HULK<sup>™</sup> vs. SUPERMAN<sup>™</sup>

SUPERBOY<sup>™</sup> vs. SPIDER-MAN<sup>™</sup>

WOLVERINE<sup>™</sup> vs. LOBO<sup>™</sup>

WONDER WOMAN<sup>™</sup> vs. STORM<sup>™</sup>



# VERSUS<sup>™</sup> MARVEL COMICS<sup>™</sup>

TRADING CARDS

COMING THIS DECEMBER!

IF YOU MISS THIS BATTLE, YOU'LL MISS THE WHOLE WAR.

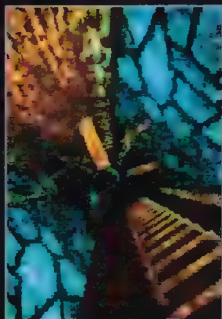
© 1999 SkyBox International, Inc. All Rights Reserved. Printed in the U.S.A.  
DC, Batman, Superman, Spider-Man, Wolverine, Storm, Lobo, Hulk, Captain America, Wonder Woman, and the DC Comics logo are trademarks of DC Comics.  
Marvel Comics is a trademark of Marvel Characters, Inc.



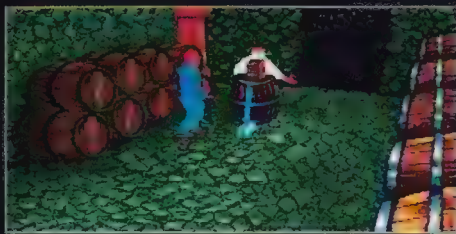
enemy gets the draw on you, you can kiss your fair good-bye because they will pound on you mercilessly until you see the death cinema that plays every time your Edward expires.

The story has the expected amount of riddle solving

and experimentation with multiple objects to complete actions, such as opening locked doors and finding hidden entrances. The enemies are better armed, faster and have a much greater range than in the older game, which puts more emphasis on combat than riddle solving. In the first five screens after the intro, you will encounter three Thompson submachine gun-armed guards that are much faster to the draw than you are. Thankfully, two save-game slots are available for you to store your progress through the quest. Alone in the Dark 2 will have you loading your last game what feels like multiple times for each enemy. Even seasoned veterans will watch Edward die countless times.



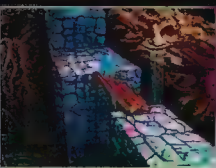
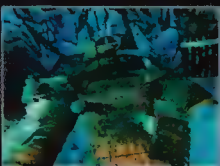
High-point cinemas are frequently encountered during the game.



Use the crank on the clock in the corner of the room to reveal a new passageway that leads to yet more rooms.



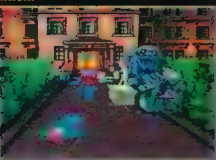
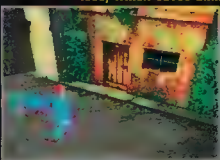
Players expecting a better version of Alone in the Dark need to take a closer look at this release before they purchase it. The story is decent and just as fun as the original, but the speed and control need to be refined to make it enjoyable. Or at least keep the same speed as the previous version. Alone in the Dark 2 is a fair game but can't compete with the first release. ▼



Here you lose your weapons and must start again with nothing.

## Screen Views

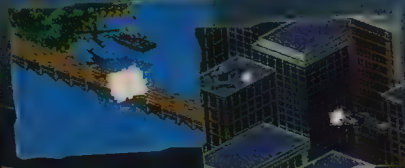
Alone in the Dark 2 has scheduled screen changes that depend on where your character is in relation to the rooms and land settings. These views are not random but rather preset to give you the best location to see items that would otherwise be overlooked. These views are helpful, but they also can cause trouble when trying to attack an enemy. Aiming a weapon or just getting the proper angle to swing or kick at an enemy will be easier on different viewpoints. The best way to combat enemies in these poorly angled rooms is to get them to follow you as you run to a previous screen with a better view and attempt to line them up in your sights. This tactic will save you the most health and cause you to miss your targets less, which saves ammunition.



# The Strike C.Q.R.E. is back.



# You got a problem with that?



To get the hottest Black Pearl games, visit your local retailer or call:

**1-800-8-TWO-TWO FOR ORDERS ONLY**

For immediate action use your Visa or MasterCard while supplies last. Please prices subject to change without notice.

For the coolest tips, call the Black Pearl/Malibu Games Hint Line!

**1-800-770-NINT** \$14.95 (suggested)  
\$1.75 min. (the Black-Spin PST)

Must be 18 years of age or have parental permission. Touch-tone phone required. ©1995 Inc., Calabasas, CA



Look for strategies and secret codes on the 1995 WWF Survivor Series home videos from Coliseum.



## Hip-Hop Hero

# He's a One-Man Army

Those of you who are looking for a fun, addictive, lively action game...look no further. Captain Quazar is all that.

This game definitely breathes life into the 3DO platform with the great animation, music and control.

Captain Quazar, published by Studio 3DO, is terrific. The graphics, sound and animation are top-notch. The programmers spent a lot of time with the details.

In Captain Quazar, the gamer plays as none other than Captain Quazar himself, attempting to stop the three evil crime lords by going through enemy henchmen, completing each of the three world's objectives and defeating each crime boss.

Captain Quazar is an action game in the truest sense, making *Rambo* look like *Bambi*. Equipped with missile launchers, grenades, machine guns, and much

more, Captain Quazar must battle his way to reach his mission objectives. The death animation sequences of the enemies vary depending on the level and the weapon used to kill them. A missile in the Desert Level turns their bodies to ashes (except for the eyes) and a grenade in the Jungle will burn the enemy to a crisp.

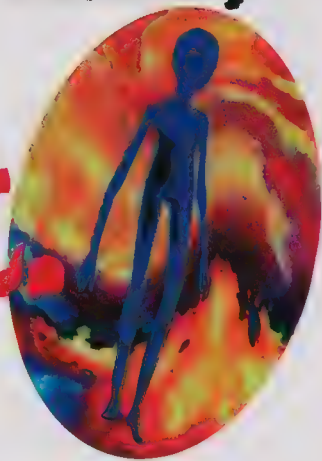
The music composed for the game definitely adds a fun, cartoony feel. The fast-paced music in the Desert Level, complete with "Yee-haw!" and gun shots sure add a kooky atmosphere to the game.

Although the game may



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Studio 3DO	1-4	
SIZE	THEME	% DONE
CD-ROM	Cartoon	70

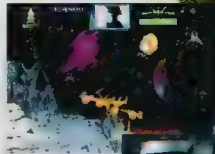
# Screw the Prime Directive. If it's on radar, it's toast.



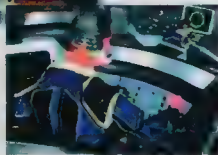
Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.



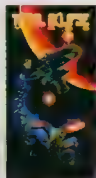
Forget about that intergalactic brotherhood CIAO. 'Cause with **Total Eclipse Turbo**, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those **squid-faced** aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this **32-bit** block party blazing.

("One of the best 3D shooters ever.")  
("Just gotta have it!" -DieHard GameFan)



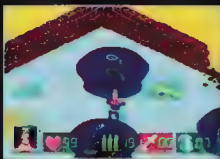
Sony's a registered trademark of Sony Corporation. PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment Inc. ©1995 Crystal Dynamics. All rights reserved.

**CRYSTAL  
DYNAMICS**





Your best bet is to use grenades on the rockets.



Use the "spray" technique to clear the screen of multiple enemies.

seem like all you have to do is destroy everything in your path with a heavy arsenal, you're mistaken. Using quick reflexes and a lot of patience, traverse through scalding steam rising from vents, speeding mine carts (à la Frogger), lava floats and electrified floors.

In order for a player to become the least-bit successful in Captain Quazar, there must be some basic strategy involved, because it is not just a game where demolition prevails (although

it is kind of fun blowing everything to pieces).

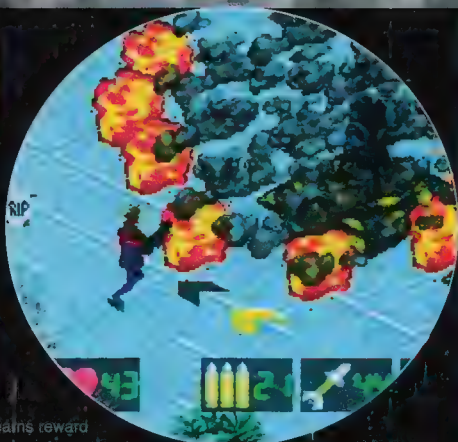
Follow some of these simple techniques to help you get further in the game. Demolish as much as possible (and stay alive). Although you must complete your main objectives, Quazar

earns reward money for every enemy killed and building destroyed. Use that money to stock up on special equipment like speed boots, regenerating armor, etc.

Keep looking for power-ups. Quazar can go through all his armor and health in the blink of an eye, so keep on looking for armor and health.

When low on health and armor, avoid an all-out brawl with enemies. Attempt to find power-ups by blowing up crates and buildings.

To earn a free life, collect 10 diamond-shaped sparkles that are randomly generated when enemies are killed.

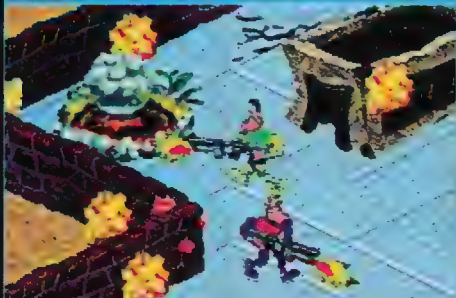
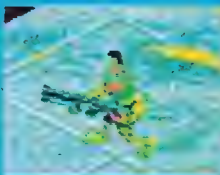
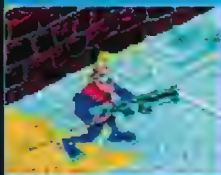


Bottom line:

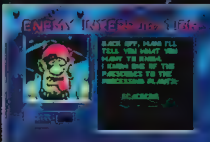
Gamers who are looking for something fresh, fun and loads of demolition to add to their gaming library, Captain Quazar is the game. ▼

## Destruction Duo

Two players can team up to take down the bad guys in this game. The game is designed for two players to team up and take down the bad guys. The game is designed for two players to team up and take down the bad guys. The game is designed for two players to team up and take down the bad guys.



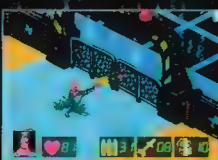
"All the destruction and mayhem in this game makes Doom look like Disney Land!"



Write down the passwords to gain access to other areas.



Watch where you throw those grenades, unless you like eating 'em!



When all else fails, use your gun to gain access to restricted areas!

THE ORIGINAL TIE FIGHTER™ WON INDUSTRY AWARDS  
AND THE PRAISES OF GAMERS AND CRITICS ALIKE.

BUT THAT WASN'T GOOD ENOUGH FOR  
SOME PEOPLE. NOW WAS IT?

PRESENTING THE TIE FIGHTER™ COLLECTOR'S CD-ROM.

EMERSON, TOLSTOY, THE EMPIRE

WARRIORS

THE EMPIRE STRIKES BACK

THE

EMPIRE STRIKES BACK

THE

EMERSON, TOLSTOY, THE EMPIRE

WARRIORS

THE EMPIRE STRIKES BACK

THE

EMPIRE STRIKES BACK

THE

EMERSON, TOLSTOY, THE EMPIRE

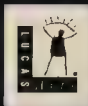
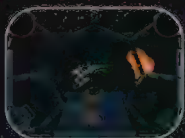
WARRIORS

THE EMPIRE STRIKES BACK

THE

EMPIRE STRIKES BACK

THE



DISCOVER HOW THE TIE FIGHTER™ GOT A NEW REBATE. DETAILS ON THE TIE FIGHTER™ VERSION.

<http://www.lucasarts.com>

PC Fighter game © 1994, 1995 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. X-Box game © 1995 Lucasfilm Ltd. and LucasArts Entertainment Company. The Fighter and are trademarks of Lucasfilm Ltd. Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. LucasArts and WISE are trademarks of LucasArts Entertainment Company. WISE U.S. Patent No. 5,375,857.

3DO

Scramble

COBRA

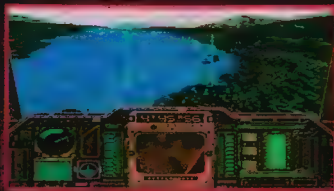


## Flight Sim with a Twist

Get behind the controls of the U.S. military's lightweight, fast-attack helicopter: the Cobra.

Scramble Cobra lets you pilot the battle-ready chopper through five different scenarios that will have you eliminating special enemy vehicles, protecting supply trucks, downing aircraft and protecting bases from destruction.

The 12 different control configurations are quick and easy to learn as you wander through the countryside using only a small rectangular radar screen for guidance. Three weapons are at your disposal: missiles, a Vulcan gun and your napalm strike. The missile will be the most used weapon followed closely by the Vulcan. The napalm can cause a large amount of damage to a wide area. However, it is hard to aim and you have to be closer to the enemy than with the other weapons. Refueling trucks will



present in every mission to replenish your depleted supplies. To get refueled and add weapons, you simply need to hover over the resupply truck and watch your inventory grow.

Altitude is automatically adjusted to keep you from crashing. You do, however, control the turn, roll, pitch and speed. Scramble Cobra controls like an arcade shooter, requiring you to plan only movement and offense as

everything else is controlled for you by the computer. This design feature enables you to enjoy more of the fast-action destruction associated with arcade play.

Scramble Cobra is also packed with a large number of cinematics that give you hints and inform you about your mission objectives. Digitized speech also livens up the flight mission by informing you what needs to be done, and more importantly that you are not alone in your effort.

Scramble Cobra blends fast-action missions with an easy-to-control interface, making it one of the premier air-combat simulators for the 3DO. The ideal game for helicopter fanatics with little patience for a more complex simulator. ▼

RELEASE DATE DIFFICULTY

November Moderate

PUBLISHER PLAYERS

Parasonic 1

SIZE THEME % DONE

CD-ROM Flight Sim 90%



Sustained damage results in your radar flickering and cracks appearing in your windshield.



# RAYMAN



## Breaking into the Next Generation!

For more information call: 1-800-Ubi-Soft  
Come visit us on the Net: <http://www.ubisoft.com>



© 1995 UBI SOFT ENTERTAINMENT, INC. ALL RIGHTS RESERVED. THE PLAYSTATION LOGO AND PLAYSTATION ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. SEGA SATURN IS A TRADEMARK OF SEGA ENTERPRISE LTD. ATARI, THE ATARI LOGO AND JAGUAR ARE TRADEMARKS OR REGISTERED TRADEMARKS OF ATARI CORPORATION. ALL RIGHTS RESERVED.

# INTERNET UNDERGROUND

## Your guide to Cyberspace

Pick up the December issue  
and satisfy your need to know!

**Confessions of a Netscape hacker and  
problems of 'net security'**

**The Judge and Jury of what's cool  
and uncool on the 'net -  
who are they, where are they and  
do they have day jobs?**

**Murder on the 'net - The Untold Story  
Behind the Web's Most Grisly Crime**

**How many links separate our country's  
politicians from cyberporn?**

**Web personalities Justin Hall and  
Mirsky contribute their reflections of  
the Internet in their own columns.**

**Plus: The Web Guide, free with every copy  
listing hundreds of reviewed Web sites  
organized into 12 easy categories**

12 BIG MONTHLY ISSUES

ONLY \$23.95

THAT'S OVER 60% OFF THE NEWSSTAND PRICE

# Join The Revolution...

Subscribe to

SAVE SAVE SAVE SAVE SAVE

# INTERNET UNDERGROUND

JOIN THE REVOLUTION!

NOW  
ONLY  
\$23.95

SUBSCRIBE NOW AND BELIEVE

Internet Underground is  
your necessary guide to  
all online services!

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_ Sex: M / F  
Phone (\_\_\_\_) \_\_\_\_\_ Year Born 19\_\_\_\_  
E-Mail \_\_\_\_\_

☐ 1 year - \$23.95      ☐ 2 years - \$39.95  
☐ Payment Enclosed      ☐ Bill Me

For faster service on Visa or Mastercard orders call toll-free:

**1-800-846-8503**

Please wait 6-8 weeks for your first issue to arrive. Enclose U.S. Funds  
Only. Canada & Mexico add \$12.00 per year. Foreign rate \$100 per year.  
\* With Paid Subscription. IU195

# ESCAPE

## Let's Find the Source!





NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL

POSTAGE WILL BE PAID BY ADDRESSEE

**INTERNET UNDERGROUND**

**P.O. BOX 1502**

**LOMBARD, IL 60148-9624**



# CINESCAPE

ACTION • ADVENTURE • SCIENCE FICTION MOVIES • TELEVISION • NEW MEDIA

## Hollywood's Inside Source!



Want to know more about *Alien 4*? Cinescape has an exclusive interview with the film's writer, Joss Whedon. Intrigued by the upcoming *Twelve Monkeys* starring Bruce Willis and Brad Pitt? Cinescape takes you behind the scenes!

The December Cinescape is on newsstands now!

Curious about the already-hyped *Independence Day*, due out next summer? Cinescape's preview will give you a taste of the movie's fireworks.

Plus: What's new on video and the latest in interactive entertainment.

### SAVE BIG BUCKS! WARP INTO CINESCAPE TODAY!

Get 12 full color issues of CINESCAPE for only \$19.95! You'll get the hottest previews of upcoming movies and TV shows, plus special interviews and behind-the-scenes reports that can't be found anywhere else!

Send payment to: CINESCAPE, P.O. Box 1733 Lombard, IL 60148

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ ZIP \_\_\_\_\_  
E-Mail Address \_\_\_\_\_  
Payment Enclosed ☐ Bill Me ☐

For Credit Card Orders, Call:

**1-800-846-8503**

ACT NOW! Get your subscription to CINESCAPE today! Secure these rates by sending payment today or check bill me and an invoice will be sent. Make check or money order payable to Swend Publishing Group, Inc. Canada and Mexico \$29.95. All others only \$19.95. Any bill checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 4-6 weeks for your first issue.

3DO

D

## Strange Name for a Strange Game

The year is 1997 and Dr. Richter Harris, one of the U.S.'s most well-known doctors, has gone insane and taken a large number of hostages, barricading himself in the Los Angeles hospital where he is the director. To make matters worse, the police cannot reach him to diffuse the situation. After hearing what is going on, the doctor's daughter, Laura, rushes from her school in San Francisco to the hospital to try to find out what could have made her quiet and studious father turn into a

dangerous criminal.

D is a first-person, point-and-click adventure of riddles and surprises. Its two CDs are filled with short excerpts of video that follow every action and movement you attempt to accomplish. The cinematics are more like a series of minmovies than a part of the game. The viewpoint of these cinematics is constantly changing

rotating just like motion pictures.

The many frames of animation combined with a startling musical score experiment with new ways to shock the player (with both fright and excitement while he or she plays the game).

The hospital design is more like a medieval dungeon, with secret doors and ghostly apparitions than the place of healing it pretends to be. The game is one giant level where you don't advance through redundant stage loading screens after a predetermined number of rooms have been cleared. You must work your way through every passage

Strange encounters with mysterious beings become clearer toward the end of the story.

RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	PLAYERS	
Panasonic	1	
SIZE	THEME	% DONE
D-ROM	Adv.	100%

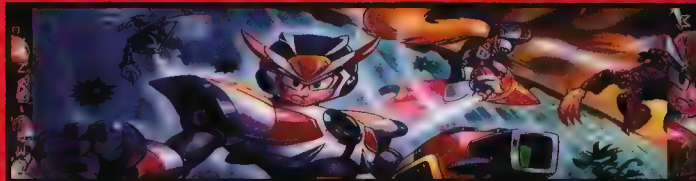
way to search for items that will be needed later in the game. Some of the many puzzles in D require you to perform actions in a specific order. The game as a whole runs very smoothly. D will not cause the player any sort of dizziness from fast movement. However, there is no way to bypass the animation display or quick jump to the desired area. Everything your character does in her travels is reflected in the movie clips. As a whole, D is a great mystery game if you aren't turned off by the slow play. ▼

Laura's compact gives her glimpses of future actions she must complete. Use them wisely because there are only three available.

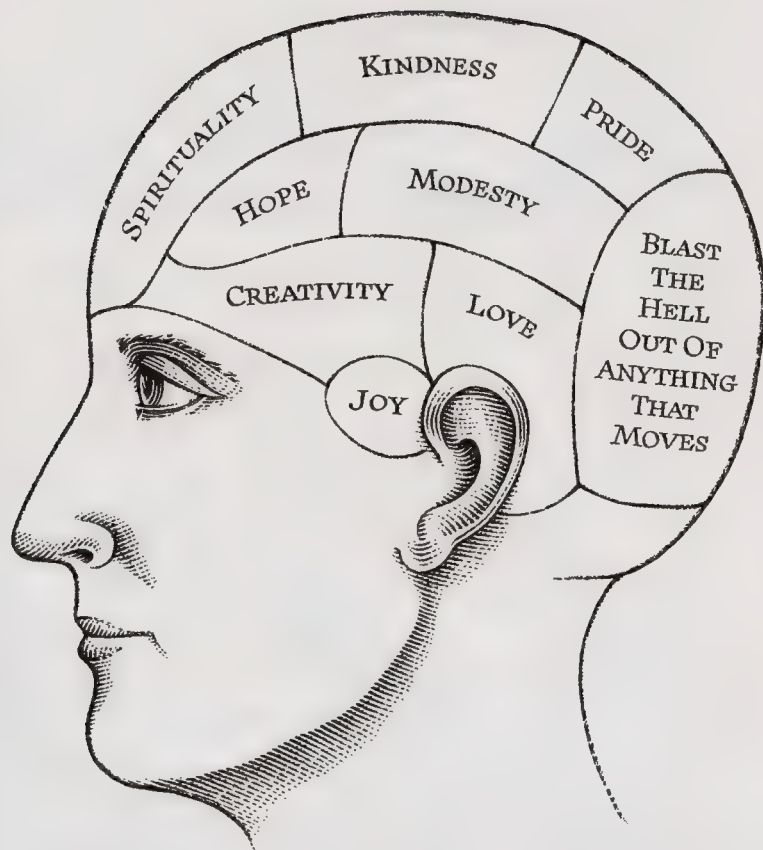
# LONG LIVE SUPER NES

HECK, YOU ALREADY OWN THE MACHINE.

LOOK FOR  
**CAPCOM**  
LOOK FOR



TRADEMARKS ARE PROPERTIES OF THEIR RESPECTIVE HOLDERS.

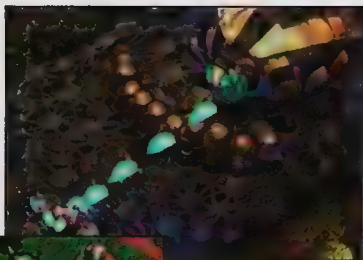


*Exercise that part of your*

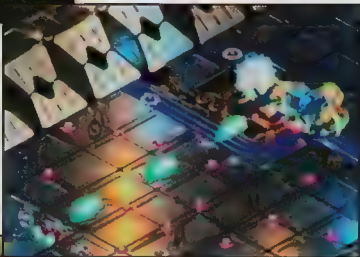
*Non-stop SGI 3D action.*

*Cure that pesky itch in your*

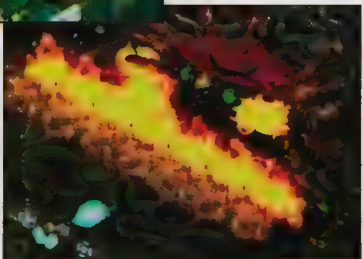
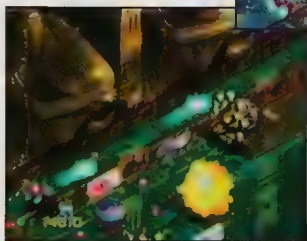
mind you wish you could use more often. Six levels. Each more relentless than the last.



Digital music. Explosive sound effects. There's no better way to vaporize your enemy.



trigger finger. Three lethal weapons of mass destruction should keep it well scratched.



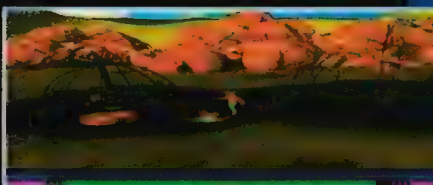
# VIEWPOINT



View the intensity at <http://www.ea.com>

Viewpoint © 2003 Electronic Arts. Electronic Arts and its logo are registered trademarks of Electronic Arts. All rights reserved. Viewpoint is a trademark of the American Samurai Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. SEGA is a trademark of Sega Corporation.



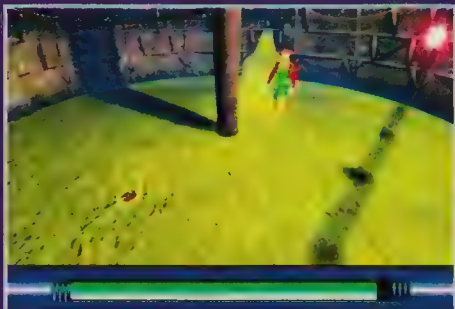


# Highlander

## There Can Be Only One...

**A** new Highlander appears every 700 years. The previous leader that acquired the ultimate knowledge was Cortan, an evil being bent on world domination and imposing slavery. In Cortan's ultimate search for slaves, he has ordered his technologically advanced minions to round up the inhabitants of the Highlands. The village clan known as the Dundees was devastated by the advancing army. Play as Quentin MacLeod whose mother and sister were rounded up and enslaved with the others. Now using your immortal strength, find and rescue the rest of your clan.

Highlander: The Last of the MacLeods provides an omniscient point of view as you

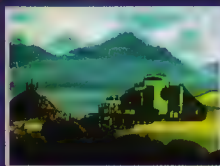


Your primary mission is to first find the sword. It will give you a big advantage in battle over your enemies.

guide Glenan through the various locations in his land. The views change automatically when venturing through the lands. They are predetermined based on your location in the world. However, a problem with distance is encountered. The game tries to fit too much of the level into a few screens. Because of this, small items can be missed because of the bad views. The land is designed well. Trees, fences, and buildings are all depicted

in above-average detail. The characters, equipment and enemies are done in poor polygon graphics. They are simplified, extremely crude, and do not fit with the style of the game. It is nearly impossible to tell if the first few beginning guards are swinging swords or black sticks at you because of the bad polygon rendering of the items.

The musical score doesn't fit the game as it lets you wander about the land in near silence. Even the sound



effects that occur when in battle are quiet, not informing the player when a hit is scored on an enemy.

Players expecting sword-swinging action like the animated series need to rethink their decision to purchase Highlander: The Last of the MacLeods. It's a feeble try at an adventure game. ▼

RELEASE DATE DIFFICULTY

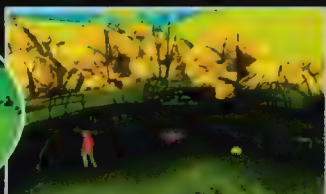
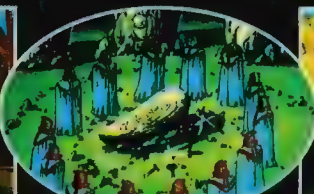
Now Moderate

PUBLISHER PLAYERS

Atari 1

SIZE THEME % DONE

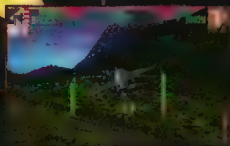
CD-ROM Action 100



# mission: DEADLY SKIES™

BARF BAGS  
NOT  
INCLUDED

Several years ago, the speed of the sky was the only one by the time you were in the air. One-on-one combat was the only way to make a difference. But now, it doesn't matter how fast you are, it's the teeth that count. You're not just seeking out the enemy, you're seeking out the missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Did you remember to save that doggie bag from lunch?



PC CD-ROM

© 1995 JVC Musical Instruments Inc. All rights reserved. JVC, the JVC logo, and JVC Musical Instruments Inc. are registered trademarks of JVC Musical Instruments Inc. in the U.S. and other countries. Sega, the Sega logo, and Sega Saturn are registered trademarks of Sega Corporation. The Sega Saturn logo is a registered trademark of Sega Corporation. The Sega Saturn logo is a registered trademark of Sega Corporation.

NR  
Not Rated



SEGA SATURN



The flying is so realistic

it'll actually create

a sonic

boom

(in your shorts)

(in your shorts)





## PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kree

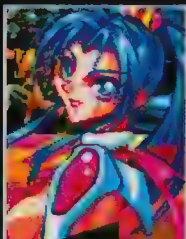
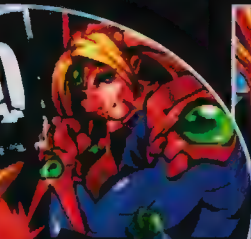
SONY



through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.



NEO-GEO

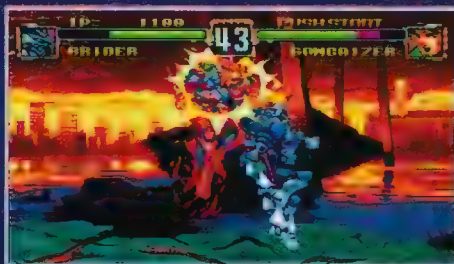


VOLTAGE FIGHTER

## GOWCAIZER

## Does Voltage Fighter Have the Spark?

The **T**he **s**ole purpose behind the development of the Neo-Geo was to bring arcade-quality games into players' homes in cart form. Because of the popularity of fighting games in the arcade, it is natural that an arcade-quality system be dominated by those same popular titles. Voltage Fighter Gowcaizer is a prime example of what the Neo-Geo has become over the past few years. It has the same fighting-game elements players have grown to expect but with an unusual twist.



VFG uses standard Street Fighter moves for most of the characters, such as the normal **kill-or-be-killed** mentality. This included feature is the option to learn a special move when you beat an enemy. This new move can then be called upon during the rest of the battle, even if you switch to a different character. Only one move can be used at a time, and needs to be selected before each battle. The rest of the

fighters' natural moves are basic, relying on the standard light punch and kick and the

fighters' natural moves are basic, relying on the standard light punch and kick and the



RELEASE DATE

November

Variable

PUBLISHER

SNK

PLAYERS

1 or 2

SIZE

186-Meg

THEME

Fighting

% DONE

100%

## INSIDE TRACK



The trade moves are acquired when you beat an enemy in combat. Each character has one special move that can be learned upon the death of his/her opponent. These moves are stockpiled in your inventory where any of them can be selected before the battle begins. This makes VFG more than just a fast-action fighting game. This added feature places an emphasis on planning individual fight strategy against every fighter by allowing you to decide which move you think you can fit into your arsenal of combos.



# CRIME STILL DOESN'T PAY

The peace of Metro City ends with the arrival of the Skull Cross Gang. Taking a page right out of the criminal guidebook, they launch attacks that include arson, armed robbery, assault and terrorism. Mayor Mike Hagger and a few of his closest allies counterattack the crime wave by wading into the gang controlled areas with their bare fists. All in all, it's gonna be a hot time in Metro City tonight!

## FEATURES

Power up your **SUPER** moves by defeating opponents to really flatten Skull Cross!

Metro City comes alive in 9 gigantic, action-packed levels!

2-Player simultaneous game play with four unique heroes to choose from!

24 MEGS of memory makes this the biggest Final Fight ever!

## CAPCOM's HINT LINE

Touch Tone phone required  
1-900-680-2583

\$ .79 per minute for recorded info  
\$ .99 per minute to speak to live counselor  
Must be 18 years or older, or have parental permission

## LONG LIVE SUPER NES

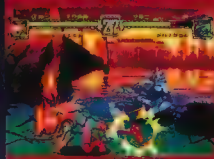
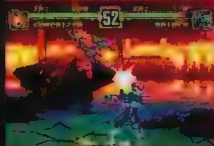
**CAPCOM**

1000 Parkway, Sunnyvale, CA 94086

© 1995 CAPCOM. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT and the CAPCOM logo are trademarks of CAPCOM CO., LTD.  
Final Fight, Skull Cross, and the official seal are registered trademarks of Nintendo's America, Inc.



# INSIDE TRACK



Most of the characters have the ability to launch a guaranteed two-hit combo just by connecting with a fierce jumping kick to the head of the opposing character and then by a quick follow-up fierce low-sweeping kick. These will cause a large amount of damage for a standard attack. Because they are not special attacks, the transition period is minimal and you are not committed to the attack, thus giving the enemy a free hit afterward.

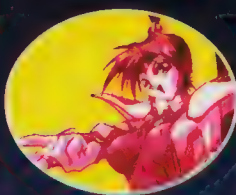


heavy punch and kick. Besides the standard attacks, each of the characters have four unique special moves, one of which is the trade move that is acquired when you beat your opponent.

The most appealing aspect of Voltage Fighter Gowdizer is the ability to select not only the character you want to

play, but also whom you wish to fight against. This adds an aspect that is different than the standard work-your-way-up-the-predeter-

mined-ladder-of-enemies in most fighting games. You can now select the order of who you wish to fight and when. The downfall to VFG is that the graphics are grainier than expected for a NeoGeo game. The backgrounds are also stagnant and barely seem to move at all during the course of the battle. While the fighters are extremely pixelated and blocky in appearance, they move swiftly around the screen. One uplifting feature of VFG is the



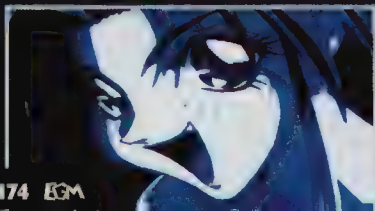
arcade-style thrash music that plays in the background of each of the levels. A rock soundtrack like this keeps your adrenaline pumping as you attempt to defeat the computer or a friend in

two-player Mode. Voltage Fighter Gowdizer as a whole falls into the category of typical fighting titles that have nothing to offer in the way of originality, besides new characters and the trade move feature.



Even the poses of the characters are reminiscent of SF moves.

Voltage Fighter Gowdizer has little to offer in the way of originality, besides new characters and the trade move feature.



# Die HUMAN Scum

## DOOM TROOPERS

We of the alien race, Dark Legion, will not rest until all traces of humanity have been purged from the universe.

That means you. Take on the role of a Doomtrooper, one of only two existing warriors left to fight us. Death and destruction surround you as you make your feeble attempt to stop us. Dare to play hero. And if you do, be prepared to die.



### MUTANT CHRONICLES



GENESIS

*William Gibson*  
AUTHOR



NEO-Geo

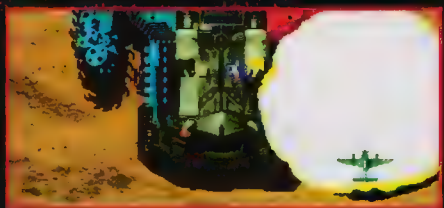
## AERO FIGHTERS 3

Aviation Shooter  
Lands on Home  
Systems

**A**ero Fighters 3, SNK's aviation shooter, is coming to its home system. This title allows you to choose between 10 different aircraft, each of which has its own custom weapons and special attacks. The planes are divided into groups of two from five separate countries: U.S., Japan, Russia, Germany and Great Britain. Each of the pilots has a unique reason

behind his/her desire to complete the mission at hand. Completing the mission with each character will unveil a new story every time, consequently multiplying replay value ten-fold.

Aero Fighters' design follows all-too-common top-down perspective throughout the levels. All the planes are the same size on the screen and control in the same manner. The only difference is their weapons and special attack. There are, of course, the floating power-ups that give your weapon more juice by adding either a one-level

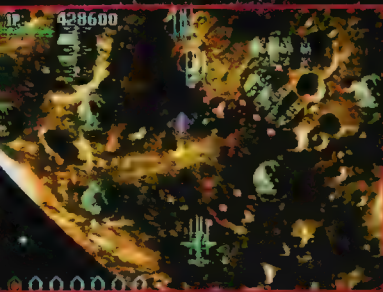


Some special weapons are more forgiving than others, causing difficulty in achieving 100% of the score.

RELEASE DATE **December** DIFFICULTY **Variable**

PUBLISHER **SNK** PLAYERS **1 or 2**

SIZE **100-Meg** THEME **Shooter** % DONE **100%**

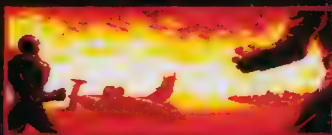


upgrade with the normal bonus or a full power charge that is found less frequently. Special

Weapons bonuses can also be found to add to your arsenal.

The graphics are fair at best and don't uphold the standard Neo-Geo visuals. Slowdown is another great concern, when

there are too many objects on the screen at the same time. The story line is a cheap attempt at giving the player a longer game by having them replay the eight levels over again with only minor changes to the Bosses and enemies. It's the cheap programming tactics like this that try to make Aero Fighters 3 something great, but in reality make it come up short in playability. ▼



IT BLEEDS ACID.

IT CAN READ YOUR MIND.

IT IS A BORN KILLER.

IT IS THE LEAST OF YOUR WORRIES.

# ALIENS™

A COMIC BOOK ADVENTURE™

IN SPACE, EVIL WEARS MANY FACES.



ALIENS & © 1989-1995 TWENTIETH CENTURY FOX FILM CORPORATION. MINDSCAPE & TRADING BY TWENTIETH CENTURY FOX FILM CORPORATION. © 1995 MINDSCAPE, INC.  
MINDSCAPE IS A REGISTERED TRADEMARK OF MINDSCAPE, INC. ALL RIGHTS RESERVED. MINDSCAPE, INC. IS A REGISTERED SERVICE MARK OF MINDSCAPE, INC. ALL RIGHTS RESERVED.  
MINDSCAPE, INC. IS A REGISTERED TRADEMARK OF MINDSCAPE, INC. ALL RIGHTS RESERVED. MINDSCAPE, INC. IS A REGISTERED SERVICE MARK OF MINDSCAPE, INC. ALL RIGHTS RESERVED.



# Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

*Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18*





# out the chili dog farts.

*world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to hurl. Slide into the store, and give it a crack.*



**KEMCO®**

Virtual League Baseball is a trademark of Kemco America, Inc.

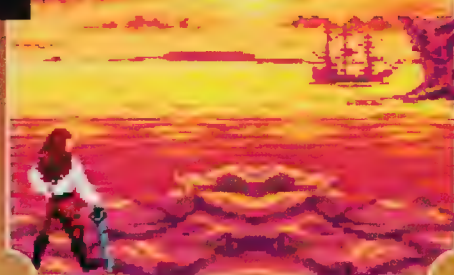
© 1995 Kemco America, Inc. Nintendo Virtual Boy and the Official Seal are trademarks of Nintendo of America Inc.

© 1995 Nintendo of America Inc.



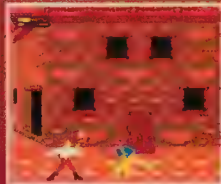
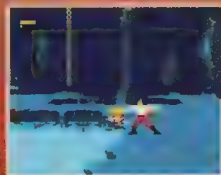
Game Gear

## Cutthroat Island



"The wide variety of stages separates CI from the rest!"

## Become a Swashbuckling Heroine



Pick up projectiles to give yourself a weapon advantage against pirates.



© and TM Cutthroat Distribution, Inc.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% BONE
4-Meg	Action	100%

There's nothing more swashbuckling than a pirate. And there's nothing more swashbuckling than a pirate game. Cutthroat Island is a swashbuckling game. It's a game that's as fun as a walk-and-swing adventure. Get a tight grip on your class and prepare to battle as you search for maps and treasure in a pirate's world.

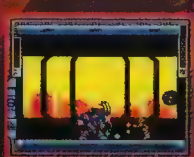
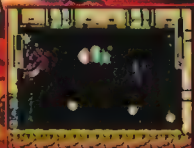
# THIS ONE IS TOTALLY INFECTIOUS!



The utopia of Goppley Town has been invaded by a killer virus. This virus, however, only infects robots and turns them into renegade Mavericks. Now Mega Man X and the Maverick Hunter Unit must find the source of this outbreak before they too succumb to the deadly robotic disease.

## FEATURES

- Twice as many secret items to collect than any previous Mega Man title!
- Locate the 4 hidden pieces of the Robot Ride Armor to build an awesome attack vehicle!
- Play as either Mega Man X or his Maverick Hunter partner Zero!
- Every element of game play has been enhanced — Amazing 3D effects, longer levels, more detailed graphics and faster playability!



## LONG LIVE SUPER NES®

© CAPCOM CO., LTD. 1995  
CAPCOM U.S.A., INC.™ ALL RIGHTS RESERVED.  
CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT  
and MEGA MAN X3 are trademarks of CAPCOM CO., LTD.  
Nintendo, Super Nintendo Entertainment System and the SNES  
logo are registered trademarks of Nintendo. Super Nintendo  
and SNES are registered trademarks of Nintendo.



**CAPCOM**  
475 Oakmead Parkway  
Sunnyvale, CA 94086

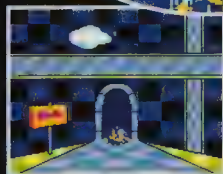
**CAPCOM's HINT LINE**  
Toll Free phone required  
1-900-680-2583

\$7.99 per minute for recorded info  
\$.99 per minute to speak to live counselor  
Must be 18 years or older, or have parental permission  
Counselors available M-F 8:30 a.m. - 5 p.m. PST

GameGear

# Sonic Labyrinth

## Rodent Pinball on the Go



Grab 100 rings in bonus stages to earn an extra hedgehog.

The diabolical Dr. Robotnik has tricked Sonic into putting on a pair of his specially made shoes that were designed to slow Sonic's running capability. But Sonic remembers that he can still use his Super Spin Dash to move swiftly about. Moving around mostly in ball shape, Sonic finds himself in a pinball-based labyrinth where he must search for the Chaos Emeralds to release the cursed shoes from his hedgehog feet.

Your duty as Sonic is to complete the four zones with three levels in each by gathering three keys in each and getting to the exit before time runs out. Because your running ability is impaired, you will

have to rocket about the screen in ball form smashing enemies and avoiding the traps and the white goo meant to stop you in your tracks. The levels are detailed, featuring colorful

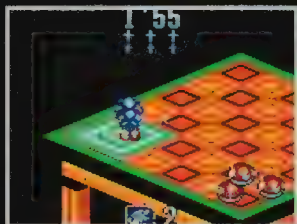
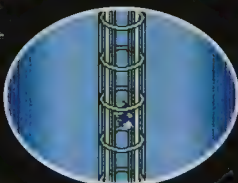
layouts and multiple stages filled with pinball items. Control is touchy having the classic 3-D grid game problem with straight being diagonal and vice-versa. The game does allow you to choose which direction you wish to be represented by, leaving little customization for you to worry about.

The sound remains a typical Game Gear release offering little to accent the poor sound characteristics associated with the music capability.

Sonic Labyrinth removed all

of the blue rodent's running speed and inadvertently destroyed all of the enjoyable gameplay expected from the fast-action hero. Players who enjoy pinball games may be impressed by SL but Sonic fans who are expecting a great Sonic title need to take a closer look. ▼

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Sega	1	
SIZE	THEME	% DONE
4-Meg	Pinball	100%



When you battle this horned Boss, be sure to stay away from his fast-moving arms that break free and track you down.

More Power Than Ever...

# POWER CHROME™



## LEGENDS '95

Premiere Edition

Sky  
Box

ON SALE  
NOW!!

### Super-Premium Chromium Trading Cards.

All characters and related elements are the property of DC Comics TM & copyright 1995. All Rights Reserved. Copyright 1995 SkyBox is a trademark of SkyBox International Inc. Produced and distributed under license by SkyBox International Inc.

Right about now you  
may want to press  
the pray button.

## ON YOUR EJECTION SEAT

Strap into ThunderStrike 2. True 3-D environments. 37 incredibly realistic missions in real-time, first person perspective, that reflect today's world conflicts. Rotate your viewing position 180 degrees. Your control panels and multi function monitors light up just like a real gunrunning in South America. So go ahead, start praying.

THUNDER  
STRIKE



US GOLD



They say the last thing  
you see before you die is a  
blinding flash of light.

**BUT HEY, YOU'RE A MERCENARY. YOU'RE USED TO THIS STUFF.**

You've joined Da Wardens, big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your hip-hop soundtrack of San Francisco 49er football star and rapper William "Bar None" Floyd

## SHELLSHOCK



Warfare never felt so hip-hop and so real.



It's the only thing that's real.



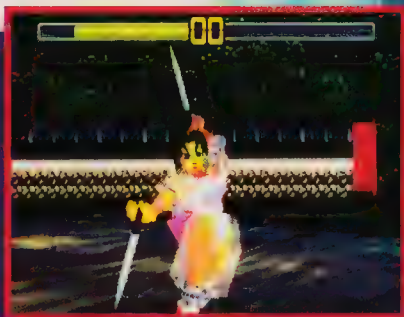
It's the only thing that's real.



**US GOLD**



ShellShock is a US Gold trademark. US GOLD and the 1998 U.S. GOLD — PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. in the U.S. and other countries. SEGA and SEGA Enterprises, Ltd. are trademarks of SEGA Enterprises, Ltd.




# TOSHINDEN REMIX

To compete with Sony, Sega has come up with a sequel of sorts to Toshinden. Subtitled *Remix*, this game looks similar to the PlayStation version, but is unknown whether or not Sega has decided to add fighters or moves, but at least Saturn players can now try

out this fighting feast.

The original Toshinden wowed players with its awesome 3-D visuals and intense gameplay. If you haven't tried it, this is your chance to play one of the hottest fighting games.

SYSTEM	RELEASE DATE
	January
THEME	Fighting
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

# STAKES WINNER




One of the strangest games you're likely to see on the Neo-Geo is Stakes Winner. This is possibly the first horse-racing game to ever hit U.S. arcades.

Pick from eight different horses. Each one has separate statistics for speed, stamina and strength. As the game progresses, your horse will get stronger through training. As you train your colt, he'll increase in value, too.

There are several different tracks and lots of opposition. You control your horse by using your reins and whip.

Stakes Winner is a far cry from the slew of fighting games on the Neo. If you are looking for something different, this cart definitely fits the bill.

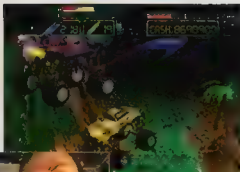


SYSTEM	RELEASE DATE
	Now
THEME	Racing
PUBLISHER	SIZE
SNK	100-Meg
PLAYERS	% DONE
1 or 2	100%

# 4x4+ anarchy =canyon shredding kill fest.



It's 26 levels of  
car-to-car combat.  
Customize buffed  
monster-stompers  
with truck engines  
and air-grabbing  
jump jets.



Hate cheesy  
acting? Watch  
two trash-talkin'  
jerks rip on the  
gratuitous video.

With our unique,  
head-to-head 2  
player game, grind  
a pal's ego into the  
asphalt. It's cruel!  
But there ain't no  
2nd place.



Get a load of **Off-world  
Interceptor Extreme™**,  
the chaotic death-capade featuring wicked  
4x4s and a blood-thirsty arsenal.  
Red-line across the galaxy's most intense,  
**32-bit** texture-mapped terrain,  
switching on the fly between **cockpit**  
and chase view. Careful, though. Grabbing  
**massive air** could  
crush a kidney. Or two.



Available on the Sega Saturn™ and PlayStation™ game console.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



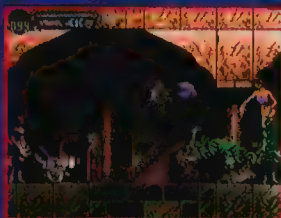
# PROTOS



The Galbavania series has long been Konami's

flagship series. The excellent gameplay and wonderful graphics throughout 7 years have won players over. The series finally goes 32-bit with the latest incarnation of the

series. If you've ever looked at the graphics and it is easy to see how exciting this game is. Look for more info as it hits.



# DRAcula X

PUBLISHER		SYSTEM	RELEASE DATE	
Konami of Japan		 PlayStation OVERSEAS	1st Qtr. '96	
THEME	PLAYERS		SIZE	% COMPLETE
Adv.	1		CD-ROM	N/A


# CHAOS CONTROL



There was an excellent full-motion video shooter awhile back on the CD-i. Now that the CD-i is relatively dead, it will instead be making rounds on the PlayStation instead. The gameplay is simple,

duplicating the action of games like Nova Storm and Microcosm. You guide a cursor over computer graphics video. Enemies appear and fire at you. When you let an enemy get by,

you take damage. The PlayStation translation will most likely contain the same excellent video footage and nonstop action as the original CD-i version. This game might just hit the States.

PUBLISHER		SYSTEM	RELEASE DATE	
Virgin of Japan		 PlayStation OVERSEAS	December	
THEME	PLAYERS		SIZE	% COMPLETE
Shoot.	1		CD-ROM	N/A

# TOSHINDEN 2



Toshinden 2 is one of the most anticipated fighting games. *EGM* sheds a bit of light on what this game will be like. Toshinden 2 offers to each of the original characters with all-new moves. In addition to the older cast, Gaia has stripped off his armor and is now playable. Three new fighters including a new old character, Tracy have been added as well.

In addition, Toshinden 2 has been improved over the original game in terms of graphics. For example, the lighting effects on the roads make the atmosphere is real.

PUBLISHER		SYSTEM	RELEASE DATE	
Takara		 PlayStation OVERSEAS	1st Qtr. '96	
THEME	PLAYERS		SIZE	% COMPLETE
Fighting	1 or 2		CD-ROM	N/A

# KING: THE SPIRITS



Atlas has been busy working on a new racing game for overseas. It's called King: the Spirits, and it looks really impressive.

This game was done in the same style as Ridge Racer, and the graphics are comparable. Players have a choice of tracks, as well as several cars. Even better, it is possible to tune up and upgrade your car for peak performance.

Yet another cool feature King: the Spirits has is a two-player simultaneous mode.

Unlike most games of this type that are split horizontally, this one is cut vertically. That way you can go head to head right next to each other. It will be nice to see this game translated to the U.S.

SYSTEM	RELEASE DATE
	Now-Japan
PUBLISHER	THEME
Overseas	Racing
PUBLISHER	SIZE
Actus of Japan	CD-ROM
PLAYERS	% DONE
1 or 2	100%

PIONEER ANIMATION NEW RELEASE!

On October 24th, fall becomes a much cooler season!

Anime's Most Exciting Sci-Fi  
Romantic Comedy continues with

## EL HAZARD

THE MAGNIFICENT WORLD  
VOLUME TWO!

Disguised as a princess, Makoto journeys to the holy mountains of Moidoon to get the three priestesses to break the seal on the world's ultimate weapon: "The God's Eye." But time is running out as the Bugrom's mysterious leader tries to wake the legendary devil, Mecha, to help him dominate the world. Who will win? You'll have to see Episodes Two and Three to find out!



### Enter another world with Tenchi and the girls in this new "Pretty Sammy" Special!

This time they're in the magic world of Juraiheim, where Tsunami is nominated to be the next queen. She hires Sasami to be her mystical "Magical Girl" to help her prepare for the crown. But nothing can be that simple when Ryoko and Ayeka are involved — especially when they're fighting over Tenchi. When a rival magical girl changes them into monsters, their battle becomes deadly — and it's up to Sasami to become PRETTY SAMMY to preserve love and peace in the world!



All titles available on Laserdisc and VHS in dubbed and subtitled versions. Interested? Want to know more? Send us your name and address to receive your free issue of our Anime Newsletter. You'll be up to date on the up-to-the-minute happenings on the Anime scene. Send your name and address to:

Pioneer Entertainment (USA) L.P.  
Anime-10  
P.O. Box 22782  
Long Beach, CA 90801

 **PIONEER**  
The Art of Entertainment

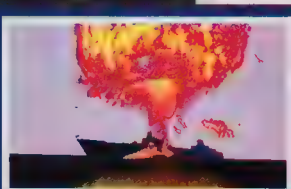
# PROTOS

Another PC game making its way over to the PlayStation, Cyberia is a top-notch shooter loaded with CG cinematics and intense action.

Cyberia is a fantastic flight simulation that pits you against terrorist forces. Fly your plane through Asia, looking for a doomsday weapon. The bulk of the action

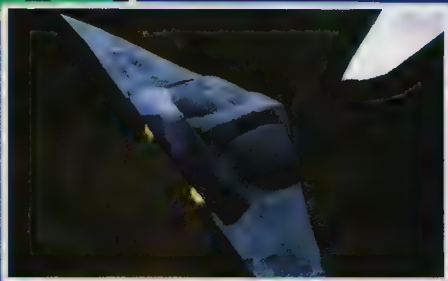


Fly your stealth fighter to enemy targets, and destroy your objectives.



consists of flying your plane through swarms of enemy planes. Shoot down all of the opposition amid a series of dogfights. The action is broken up with cinematic displays that enhance the story line.

It's also available for the 3DO and Saturn.



SYSTEM RELEASE DATE

Multiple Platforms

January

THEME

Final

PUBLISHER

SIZE

Interplay

CD-ROM

PLAYERS

% DONE

1

N/A

# CYBERIA

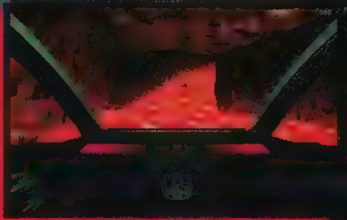


this game puts you in the cockpit of a special assault craft.

You will engage the enemy in a variety of terrains and caverns. What makes Descent so unique, not to mention difficult, is the fact that you can be attacked from any side. The perspective is subject to your position. You can go up, down or even diagonally. Enemies will rely on quick hit-and-runs, making use of the 3-D world.

To be frank, there aren't any shots of it in action, so there can't be an accurate comparison to the computer game.

However, the pictures look good, and we'll be keeping you up-to-date with the latest on this game.



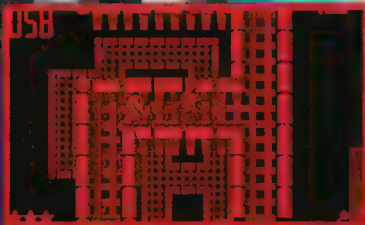
Sometimes there are hidden caches of power-ups. These can really save your hide.

PUBLISHER	SYSTEM	RELEASE DATE
Interplay	Multiple Platforms	March
THEME	PLAYERS	SIZE % COMPLETE
Shooter	1	CD-ROM N/A

# Descent

Next Wave

# JACK BROS.

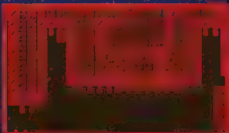


Traverse through the many levels in this game.

Jack Bros. is an interesting maze game for the Virtual Boy. There are 90 levels of adventure, each with a specific theme. Some of them include a maze of anatomy, a mechanical castle and a cave.

The Jack brothers have only a few minutes to escape each maze, leaving them little time to battle the various monsters and traps set in their path.

This game is fast-paced and loaded with levels to explore.



PUBLISHER		SYSTEM		RELEASE DATE	
Atlus		VIRTUAL BOY		Now	
THEME	PLAYERS	SIZE	% COMPLETE		
Puzzle	1	8-Meg	N/A		



# PROTOS

It's not just that. Cyberdillo is a first-person action game that arms you with plungers instead of guns. The enemies are cute-looking creatures that follow you through the rooms. Cyberdillo looks rather weak visually, with large pixels and few colors. However, you might enjoy its zany theme. Think of it as a game along the lines of a now-forgotten Japanese film.



Have you ever wanted the chance to become an adorable little cyborg?

# CYBERDILLO

PUBLISHER		SYSTEM		RELEASE DATE	
Panasonic		3DO		December	
THEME	PLAYERS	SIZE	% COMPLETE		
Adv.	1		50%		

When I find F.B.I.  
I'll be performing  
a little number  
called "Death  
Shriek in E Minor."  
I hope he enjoys it  
the first time because  
not only gets to  
hear it twice.

What Good Is A Sony® Playstation™ If It Isn't

# LOADER



For 1 or 2 Players



3D Morphing Terrain

# VOX

"A thoroughly  
enjoyable  
platformer." Novell  
— Game Player

WEAPON OF CHOICE: Nail Flail  
SUPER WEAPON: Sonic Blast

KILLER TIP: Use speed to grab power ups,  
tight armor vulnerable in heavy conflict.

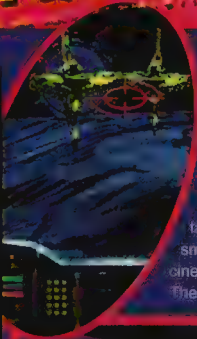


Designed and developed by Interplay Productions, Inc. ©1995 Interplay Productions, Inc. All Rights Reserved. Interplay is a registered trademark of Sony Corporation. PlayStation™ is a trademark of Sony Computer Entertainment Inc.



# PROTOS SHOCKWAVE ASSAULT

Next Wave



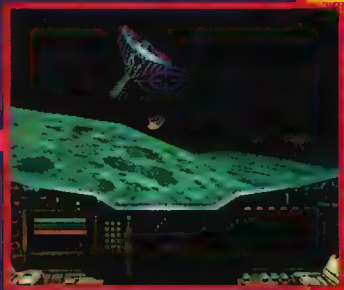
Electronic Arts' popular 3D sci-fi series will be making an appearance on the PlayStation. It is unknown if this will be a whole new game or a combination of the earlier titles.

However, the odds are in favor of this version featuring smoother graphics and better cinema quality.

The earlier Shockwave games

you're in control of a fighter. Your missions consisted primarily of hunting down aliens and picking up shield power-ups. These games sported texture-mapped polygons that made for some cool graphics. The intense action that the Shockwave series had endeared it to fans.

It'll be interesting to see what Electronic Arts has done with this game. We'll keep you up to date.



PUBLISHER		SYSTEM	RELEASE DATE	
Electronic Arts		PlayStation	December	
THEME	PLAYERS		SIZE	% COMPLETE
Sim.	1		CD-ROM	N/A



Battle Sport isn't a lot of fun if you compete against a friend.

Battle Sport is what you get when you combine sports action with a science-fiction theme. In this bizarre 3D game, play as a hover car. Your objective is to navigate a ball into a goal. To make it challenging, you

have a second player participate as the opposition. You

have a split-screen that shows both players at once. The graphics are okay, with a bit of pixelization. As with most games of this type, they can be a lot of fun.

## BATTLESPORT

PUBLISHER		SYSTEM	RELEASE DATE	
Studio 3DO		3DO	Now	
THEME	PLAYERS		SIZE	% COMPLETE
Action	1 or 2		CD-ROM	N/A

## Psychic Detective



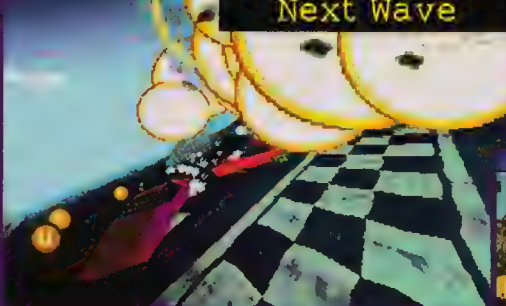
Solve a mystery using your psychic powers.

We just received a few pics of Psychic Detective, so here's a first look at it. This game appears to be primarily composed of full-motion video sequences. There's some sort of mystery that has to be solved, and you have to question a host of suspects. How the interface works or what the story line consists of is unknown as of yet. It's a very early sneak peek of this game.

SYSTEM		RELEASE DATE	
Multiple Platforms		December	
PUBLISHER		THEME	
Electronic Arts		Adv.	
PLAYERS		SIZE	
1		CD-ROM	
		% DONE	
		N/A	

# HYPER-DRIFT

## Next Wave



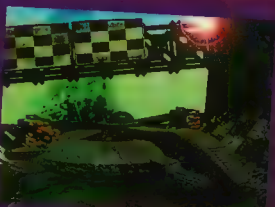
Hyper-Drift is a race similar to Wipeout. You can pilot one of six hovercrafts in series of races that take place in a variety of climates.

There are cutbacks, each with its own secret paths and short cuts. The competition is tough, and finding little paths away from the main road provides opportunities to speed past enemies. If little tricks don't work, you can use weapons against the other guys. There are boosters that speed you up, too.

Alive, there are several different perspectives, ranging from a cockpit view to a vantage point behind your hovercraft. Playing with each mode keeps things a little different each time you play.

You might have played Hyper-Drift before, now on the PC. The versions for the PlayStation and Saturn should be even better.

Hyper-Drift and other racing fans should check this game out. **Recommended Rating: A**



SYSTEM	RELEASE DATE
 PlayStation	November
PUBLISHER	THEME
Electronic Arts	Racing
PLAYERS	SIZE
1	CD-ROM
	*, DONE
	N/A

## Gun-n-heads

Prepare for complete testosterone pumping mayhem.  
—Diehard Game Fan

When I find EUB, I'm gonna plunder his liver and pump his scurvy.



Create Huge Explosions!

Just full a gunshot...



15 enormous Levels To Explore

just after I make him swim the deck with his tongue.

What Good Is A Sony® Playstation™ If It Isn't

# LOADEN



Licensed from and developed by Gremlin Interactive Inc. ©1995 Gremlin Interactive Inc. All Rights Reserved. Loaden is a trademark of Interplay Productions. All Rights Reserved. Warrington, Ontario, Canada. Sony is a registered trademark of Sony Computer Entertainment Inc.

**WEAPON OF CHOICE:** Flintlock  
**SUPER WEAPON:** Buckshot  
**KILLER TIP:** Fire up double shotguns and keep enemies at bay with long range attack.

# PROTOS

Next Wave


10



Cinema sequences show how well the battle is going for your forces. Victory will rely on your tactics.

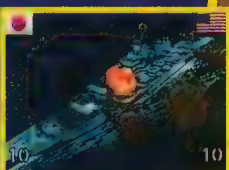


# IRON STORM

SYSTEM	RELEASE DATE
	1st Qtr. '96
PUBLISHER	THEME
ork, Designs	Sim.
PLAYERS	SIZE
1 or 2	CD-ROM
% DONE	N/A

Iron Storm is a 32-Bit war simulation. Taking control of the armies involved during WWII, you must devise tactics and guide your forces to victory.

The gameplay is basic war sim style with you moving units on a hexagonal map. When two units of opposing sides meet, combat will take place via cool little cinematics. Iron Storm features not only ground combat, but aerial strikes and naval missions. The sheer number of options at your disposal put you in complete command. As you can tell by the graphics, these are a step above what we're used to seeing. This game would be a good choice for war buffs.



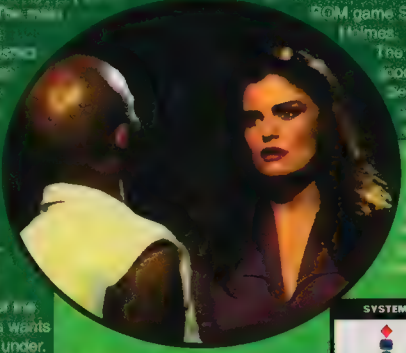
194 EGM

# SNOW JOB

One of the great things about the new way Snow Job has a lot of mysteries to the old Turbo CD-ROM game Sherlock Holmes.

Character: Assistant District Attorney Dan Calabrozzo. It seems like enough information has a death wish for her. When the players have to do things which one of the 10 suspects wants for six feet under.

The gameplay is known that you travel from location to location questioning everyone and everything. Full-motion video plays a role in the story of the game.



The graphics look good so far, and it'll be interesting to see how this one turns out. FMV

SYSTEM	RELEASE DATE
	December
PUBLISHER	THEME
Studio 3DO	Adv.
PLAYERS	SIZE
1	CD-ROM
% DONE	
N/A	

# FEED YOUR NEED 2 KNOW

FOR FASTER  
SERVICE CALL  
1(800)846.8503

cash in on  
super  
savings  
and  
score  
big with  
the best  
electronic  
entertainment  
mags!

## SUBSCRIBE AND SAVE 60%!

Get in the know with the biggest and best video game magazine in the world: ELECTRONIC GAMING MONTHLY! For only \$23.95, you'll get 12 big issues delivered to your door - that's \$35.00 off the regular newsstand price!

name \_\_\_\_\_  
address \_\_\_\_\_  
city \_\_\_\_\_  
state \_\_\_\_\_ zip \_\_\_\_\_  
e-mail \_\_\_\_\_  
☐ Payment Enclosed ☐ Bill Me



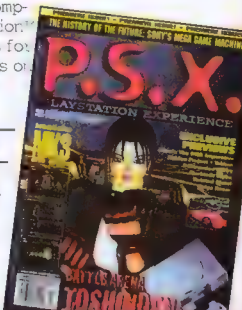
GET 12 EXPLOSIVE ISSUES FOR ONLY \$23.95  
FOR CREDIT CARD SERVICE, CALL 1.800.846.8503

Allow 6 to 8 weeks for delivery of the first issue. Enclose US funds only. Canada & Mexico add \$12 per year. International Rates \$100 per year.

## SAVE ON PLAYSTATION NEWS!

If you're looking for the latest and most comprehensive information on the Sony PlayStation, then you need P.S.X.! Get 6 bi-monthly issues for only \$14.95 - you'll get tips, news and reviews on the latest playstation games!

name \_\_\_\_\_  
address \_\_\_\_\_  
city \_\_\_\_\_  
state \_\_\_\_\_ zip \_\_\_\_\_  
e-mail \_\_\_\_\_  
☐ Payment Enclosed ☐ Bill Me



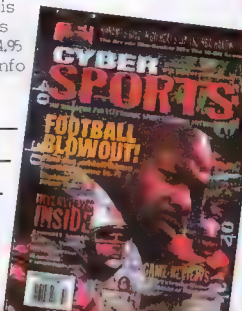
GET 6 EXPLOSIVE ISSUES FOR ONLY \$14.95!  
FOR CREDIT CARD SERVICE, CALL 1.800.846.8503

Allow 6 to 8 weeks for delivery of the first issue. Enclose US funds only. Canada & Mexico add \$8 per year. International Rates \$75 per year.

## GET IN THE GAME AND SAVE!

If sports gaming on consoles or computers is eluding you, then turn to the premier sports gaming authority: CYBER SPORTS! For only \$14.95 you get six bi-monthly issues packed with info and playing tips on the latest titles!

name \_\_\_\_\_  
address \_\_\_\_\_  
city \_\_\_\_\_  
state \_\_\_\_\_ zip \_\_\_\_\_  
e-mail \_\_\_\_\_  
☐ Payment Enclosed ☐ Bill Me



GET 6 EXPLOSIVE ISSUES FOR ONLY \$14.95  
FOR CREDIT CARD SERVICE, CALL 1.800.846.8503

Allow 6 to 8 weeks for delivery of the first issue. Enclose US funds only. Canada & Mexico add \$8 per year. International Rates \$75 per year.

video games

playstation games

sports gaming

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 RED OAK, IA

POSTAGE WILL BE PAID BY ADDRESSEE

**ELECTRONIC GAMING MONTHLY**  
**P.O. BOX 7524**  
**RED OAK, IA 51591-2524**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL

POSTAGE WILL BE PAID BY ADDRESSEE

**PLAYSTATION EXPERIENCE**  
**P.O. BOX 1613**  
**LOMBARD, IL 60148-9627**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 LOMBARD, IL

POSTAGE WILL BE PAID BY ADDRESSEE

**CYBERSPORTS**  
**P.O. BOX 1613**  
**LOMBARD, IL 60148-9627**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



**FEED  
YOUR  
NEED  
2  
KNOW**

**FOR FASTER  
SERVICE CALL  
1(800)846.8503**

**cash in on  
super  
savings  
and  
score  
big with  
the best  
electronic  
entertainment  
mags!**

# Enter the SONY PlayStation™ you are not ready for New Year's Eve in New York Sweepstakes!

**Kick off the New Year in style** as Sony Computer Entertainment America's  
VIP guest at the world's largest New Year's Eve party in New York's Times Square!  
Or, win a PlayStation game console and four of the hottest games for 1996!  
If you think you're ready, look for the hidden messages in this issue of EGM.

**How to PLAY** Simply find the secret hints or codes hidden within the game screen shots of the WarHawk™, Twisted Metal™, and NFL GameDay™/NHL Face Off™ ads. On a POSTCARD, print your name, address, telephone number and age, and answer these **FOUR** questions:

**WIN** a Gonzo Getaway or Great Games!  
**GRAND PRIZE** (1 winner)

A trip for two to New York City, including 2 nights, 3 days (Dec. 30 - Jan. 1), round trip airfare from nearest major airport, double-occupancy hotel accommodations, \$500 spending money, and a VIP Pass to be Sony Computer Entertainment America's Special Guest at the New York New Year's Eve Party.

**1st PRIZE** (2 winners)

A Sony PlayStation and these four hot new releases - WarHawk, Twisted Metal, NHL Face Off, NFL GameDay.

**2nd PRIZE** (10 winners)

Your choice of one of the mentioned software titles.

**3rd PRIZE** (20 winners)

A PlayStation T-shirt.

- 1 What is the secret hint or code in the WarHawk ad???
- 2 What is the secret hint or code in the Twisted Metal ad??
- 3 What is the secret hint or code in the NFL GameDay game screen in the NFL GameDay/NHL Face Off ad???
- 4 What is the secret hint or code in the NHL Face Off game screen in the NFL GameDay/NHL Face Off ad??

Entry deadline is December 19, 1995.

Address your entries to:

Sony PlayStation New Year's Eve  
In New York Sweepstakes  
Sony Computer Entertainment America  
919 East Hillside Blvd., 2nd Floor  
Foster City, CA 94404

**WARHAWK™**



**GAMEDAY™**

**TWISTED METAL™**

**NHL FACE OFF™**



**SONY**



No Purchase Necessary. One entry per person. To enter, find the secret messages that appear in Sony Computer Entertainment America ("Sony") ads throughout the magazine, send name, age, address, phone number, and secret messages on a postcard to Sony Computer Entertainment America, 919 East Hillside Boulevard, 2nd Floor, Foster City, CA 94404. Hidden messages can also be obtained by calling (415) 655-0000 between November 19 - December 28, 1995. All entries must be received no later than December 19, 1995. Sony is not responsible for late or lost mail. 1 Grand Prize, approximate retail value of \$2,000.00; 2 First Prizes, approximate retail value \$600.00 each; 10 Second Prizes, approximate retail value \$15.00 each. Winners will be determined by a random drawing from all valid entries received by Sony, whose decisions are final. Drawing to be held on or about December 28, 1995. Grand prize winner shall be notified by telephone. All other winners shall receive prizes by mail. Sony reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transferable and no substitutions are allowed. The odds of winning will be determined by number of valid entries received. Sweepstakes open to residents of United States only. Return of any prize/entry notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of receipt or forfeit prize. If the winner is a minor, their prize will be awarded to parent or legal guardian. By acceptance of prize, winners agree to the use of their names and/or likenesses for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sony and its respective affiliates and their families are not eligible. Neither Sony nor its respective affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. To obtain list of winners, send a stamped, self-addressed envelope to New Year's Eve in NY, Winners, 919 E. Hillside Boulevard, 2nd Floor, Foster City, CA 94404. Requests for winners list must be received by December 21, 1995. Allow 4 weeks for delivery of winners list. Void where prohibited or restricted by law. Sony is a registered trademark of Sony Corporation. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. You Are Not Ready and all game titles are trademarks of and ©1995 Sony Interactive Entertainment Inc., unless noted below. NFL and GameDay are registered trademarks of the National Football League. Officially licensed product of the NFL Players and NFL Properties. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. NHL is a registered trademark and Face Off is a trademark of the NHL. Officially licensed product of the National Hockey League Players Association and the NHL. © 1995 NHLPA.™ and © designate trademarks of licensor and are used under license. All NHL team logos and other marks depicted are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. © 1995 Sony Interactive Entertainment, Inc.

# PROTOS



U.S. Gold is currently working on a flight simulator for the Saturn called Thunder Strike II. You take control of an attack chopper for several missions that span the world. Unlike many similar games, the scenarios are based on actual situations.

Thunder Strike II does a lot with the Saturn hardware. The graphics are very realistic, with little of the pop-up that plagues many Sega titles. The looks are crisp, although they appear to be

machine gun ammo. You can view your chopper from any angle, giving you the edge in combat. The chopper controls well, feeling just like the real



Equip your helicopter with a variety of weapons.

thing. The action is fast and precise.

In addition, Thunder Strike II offers voice and computer-graphic cinemas. Overall, this is one of the best-looking flight sims to grace the Saturn system.

SYSTEM	RELEASE DATE
	<b>December</b>
THEME	<b>Sim.</b>
PUBLISHER	SIZE
<b>U.S. Gold</b>	<b>CD-ROM</b>
PLAYERS	% COMPLETE
<b>1</b>	<b>55%</b>

digitized models. The overall effect is impressive.


Your chopper has lock-on missiles, rockets and an unlimited supply of

# Thunder Strike II



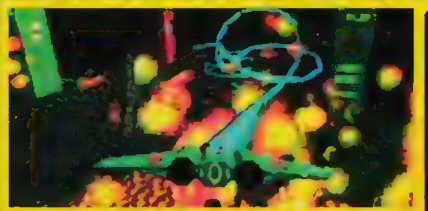
Fantasy Pinball gives you several different playing fields to choose from.

# Fantasy Pinball

PUBLISHER		SYSTEM	RELEASE DATE	
U.S. Gold			December	
THEME	PLAYERS		SIZE	% COMPLETE
Pinball	1		CD-ROM	55%

# STARFIGHTER

Attention joystick jockeys, a brand-new flight sim/action game is on its way to the 3DO. Take the throttle of starfighter and set off against an armada of enemies. The fighter has an assortment of armaments ranging from ATG missiles to mines. You power-up whenever you blow something up! You also have the capacity to change your perspectives. This could be fun...



Your Whip Laser does massive damage to just about everything!

PUBLISHER		SYSTEM	RELEASE DATE	
Studio 3DO			Now	
THEME	PLAYERS		SIZE	% COMPLETE
Sim.	1	3DO	CD-ROM	80%

# Build it. And they will come. Then you can **KILL** them.

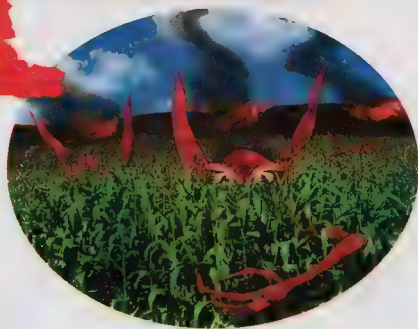
Critically acclaimed  
by everyone and  
their grandmother.  
Maybe it's the cool  
3D characters or  
texture-mapped  
backgrounds  
Maybe not



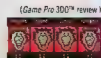
35 minutes of  
video explains how  
piss-boy Chauncey  
saves the King and  
is rewarded with  
the old man's  
Grinthwacker  
(It's a sword).



You're overrun by  
mobs of ravenous  
Hordlings, each  
blessed with huge,  
colon-blasting  
appetites



Forget about fields of dreams.  
With **The Horde**, it's more like  
little slaughter-house on the prairie.  
See, we've injected arcade-style,  
belly-slitting fun into that  
sleepy-ass commune you call home. And  
between digging death pits and  
hiring archers, enjoy some  
serious, gut-popping swordplay.  
'Cause man, these neighbors  
really bite!



Available on Sega Saturn™.

This official seal is your assurance that this product meets the highest quality standards of SEGA™.  
Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

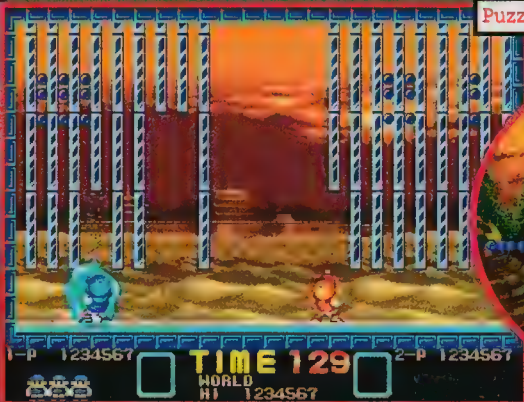


PROTOS

## BUSTER BROTHERS COLLECTION



Push power-ups for (what else?) extra power. There's a handbook you need a gripping book that allows your cables to stick to ceiling.



Random with the beginning of Buster Brothers Collection. The PlayStation. You might see this game on the Super NES and PC. The object is simple: The gameplay is exactly the point of the game. The bubbles that pound around the screen. When you make a large bubble, it's a smaller, smaller one. One of the most common bubbles, and you can use it.

What a few, you can use it.

Let's go to all kinds of things. Multiple shot, and even a time freeze. And out some of the bubbles you'll pick up. As the name says, you can use the two incarnations of Buster Brothers. Each has unique challenges. When the best player will be chosen, surrounded by bubbles on all sides. The game is a lot of fun.

It's a lot of fun, and it's a lot of fun. It's a lot of fun.

PUBLISHER

Capcom

SYSTEM



RELEASE DATE

1st Qtr. '96

THEME

Puzzle

PLAYERS

1 or 2

SIZE

CD-ROM

% COMPLETE

35%



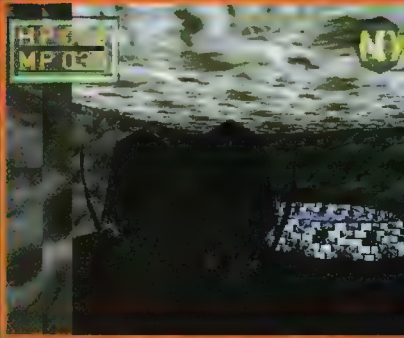
Next Wave

PROTOS

HP 034  
MP 030



HP 034  
MP 030



SYSTEM	RELEASE DATE
 PlayStation	December
PUBLISHER	THEME
Ascii	RPG
PLAYERS	SIZE
1	CD-ROM
% DONE	
80%	

King's Field 2 is a first-person adventure/RPG designed for the PlayStation from Ascii. This is one of the best games of this type. The world is realistic, right down to the swells in the water. Unlike many games of this type, you aren't bored

to one place or stuck indoors. For example, you can go outside and climb the stairs of a narrow spiral that give you a good vantage point to see all around. To help you out, you can look up or down. This is particularly useful when

fighting things like slimes, who are low to the ground. The whole game scrolls smoothly, having a surreal effect. This is one of those games that is just perfect for those rainy days. Turn the

lights off and get totally absorbed. Doom fanatics might be disappointed that the action isn't super-intense. However, you'll jump when a skeleton leaps out at you with a cleaver.

# KING'S FIELD 2

**ALL Turbo**  
-games  
-accessories



**ONLY Turbo**  
-parts  
-imports

**TURBO DUO**

Questions:  
310-574-3300  
Game Tips:  
310-574-3304

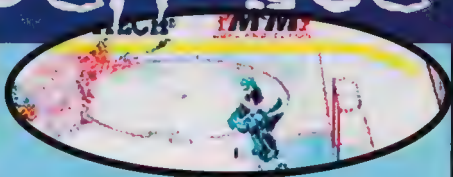
**1-800-DUO-THIS**  
orders only

**TURBO ZONE DIRECT**  
P.O. Box 66-1356  
Los Angeles, CA 90066

Business Hours: Mon.-Fri. 8am-5pm PST Canada Call: 1-800-477-9583

PROTOS

## Open Ice

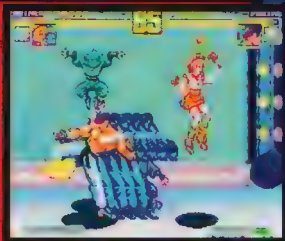
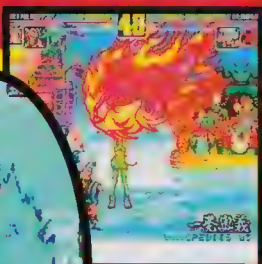


"NBA Jam on ice." This is what the new Midway two-on-two hockey game is being called. Basketball in the arcades was nothing before Jam, and Ice is going to do the same for hockey. The game has all kinds of super shots, ranging from full flips to a shadow shot and even a "pool cue" slap shot between the legs of the goalie! All 26 NHL teams are here, with surprise players as well, like designer Jack Haeger's son, a couple of the cheerleaders and more! It is also possible

to break the glass that guards the spectators from the ice, not unlike breaking the backboard in Jam! Catch the follow-up coverage in the next **EGM**.

SYSTEM	RELEASE DATE
Arcade Scene	Now
PUBLISHER	THEME
Midway	Sports
PLAYERS	SIZE
1-4	N/A
	% DONE
	100%

## POWER INSTINCT 3



SYSTEM	RELEASE DATE
Arcade Scene	Now
PUBLISHER	THEME
Atlus	Fighting
PLAYERS	SIZE
1 or 2	N/A
	% DONE
	100%

PLAYER	POS.	SHOTS	GOALS	ASSTS.
HAWERCHUK, DALE	C	HH	I	///
CICCARELLI, DINO	R	///	II	I
YZERMAN, STEVE	C	///	///	II
VANBIESBROUCK, JOHN G				
KRAVTSCHOUK, IGOR	D	II	///	///
FEDOROV, SERGEI	C	HHH	I	II
BRIND'AMOUR, ROD	C	HHH III	II	I
DESJARDINS, ERIC	D	HHH HH	I	HHH
DAMPOLISSE, VINCENT	L	///	II	I
YASHIN, ALEXEI	C	///	///	///
DAIGLE, ALEXANDRE	C	HH	II	HHH I
NEDVED, PETR	C	///	II	II
BONK, RADEK	C	///	II	II
MAKAROV, SERGEI	R	HH I	I	HHH I
OZOLINSH, SANDIS	D	HHH II	I	I
OSWALD, JOHN	C	II	II	II

## MORE CONSONANTS THAN ANY OTHER ARCADE GAME IN HISTORY.

OPEN ICE is packed with real NHL® players (even the ones you can't pronounce). And each plays at his real NHL® skating, passing, shooting, and checking ability level — just like in real life. It's wide open, two-on-two hockey for the fastest, most realistic action ever seen in an arcade sports game.



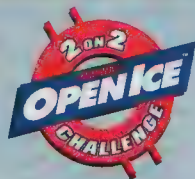
He's on fire!



Sharpen your skills!



Big Save!



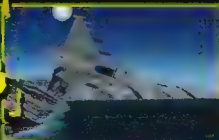
EVERYTHING BUT THE DENTAL WORK.

ONLY IN  
ARCADES

©1993 Midway Manufacturing Company. All rights reserved. OPEN ICE and Midway are trademarks of Midway Manufacturing Company. NHL is a trademark of the National Hockey League Players' Association. All NHL and Team logos and other marks displayed herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. ©1993 NHL, Official Licensed Product of the National Hockey League. Both are used under license by Midway Manufacturing Company. Officially Licensed Product of the National Hockey League Players' Association.

## PROTOS

Prepare yourself for the cutting edge of modern combat flight simulators with Euro Fighter 2000! Pilot one of the most sophisticated fighters in varied missions



ranging from combat air strategic ground strikes. Some of the more powerful features of the game include a fully realistic environment that includes hundreds of geographical locations, covering an area of over 4 mil-

lion square kilometers, the fastest, most detailed 3-D world you have ever seen in a flight simulator and a network

mode. In a flight position, engage in combat at the same time. Some of the world's leading aeronautical engineers along with the airplane manufacturers, British Aerospace, contributed the flight model of the game. This is one of the most accurate and realistic flight simulators only as good as the enemies that it provides, and EF 2000 has an incredible artificial intelligence, much like a high-end war simulation, which not only adds as much realism as possible to your game.

Engineers don't know that the fight will never be the same.



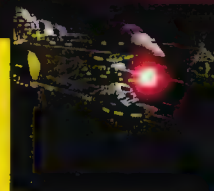
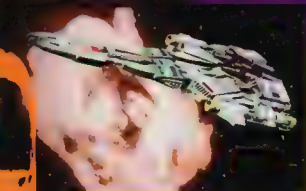
EF2000 sports some of the most detailed graphics seen in a fighter sim. It's absolutely breathtaking.



SYSTEM	RELEASE DATE
PC and Compatibles	Now
PUBLISHER	THEME
Ocean	Simulator
PLAYERS	SIZE
1-8	CD-ROM
	% DONE
	100%

## Euro Fighter 2000

## INTO THE VOID



Into The Void is a strategy-based game for the PC. What sets this apart from other building games is the futuristic environment. As ruler of your planet, some of the duties you need to perform to become the emperor include exploring the galaxy for remote star systems, colonizing new worlds and building new starships.

The game is played in "turns," meaning there are two phases to the game: plotting and action. In the plotting stage, you have the ability to make all the required decisions as a ruler, such as giving orders to your fleets, material transactions and diplomatic actions. Once you make all the decisions for the turn, you will enter the action phase. This is the part of the game where

your moves are executed, and you'll find out exactly how your decisions—right or wrong—have affected the game.

Features of the game include three modes of play: Single, Network or E-Mail. In the single game, you can decide whether you want the universe to be small, medium or large. Other options include the ability to set the number of computer players from one to 10.

SYSTEM	RELEASE DATE
PC and Compatibles	January
PUBLISHER	THEME
Playmates Int.	Strategy
PLAYERS	SIZE
1-10	CD-ROM
	% DONE
	80%

# MTV's BEAVIS AND BUTT-HEAD

CD-ROM  
ADVENTURE  
GAME

LIKE, MAKE  
YOUR COMPUTER  
AS SMART  
AS US.

IN VIRTUAL  
STUPIDITY

IF YOU'RE LIKE, "DAMMIT, MY COMPUTER'S NOT KICKING ENOUGH BUTT AGAIN!" PLAY OUR GAME. IT'S SPOSED TO BE "A CD-ROM ADVENTURE GAME" OR SOMETHING. BUT IT'S REALLY JUST ME AND BEAVIS BEING COOL. AND, LIKE, IT'S NOT IN SPACE OR WHATEVER. IT'S JUST A NORMAL DAY--YOU KNOW, LIKE DRIVING A TANK AND BUSTING OUT OF JAIL AND STUFF. THOUGH I GUESS THERE IS SPACE, IF YOU COUNT BEAVIS'S BRAIN, HUH HUH HUH.



- COOL MINI-GAMES AND MUSIC VIDEOS INCLUDING GWAR, SAUSAGE AND PRIMUS.
- CO-STARRING TODD, BUZZCUT, VAN DRIESSEN, MCVICKER AND MORE!
- VOICES BY MIKE JUDGE, THE VOICE OF BEAVIS AND BUTT-HEAD.
- ALL NEW ANIMATION FROM MTV ANIMATION STUDIOS.
- ORIGINAL DIALOGUE BY SHOW WRITERS SAM JOHNSON & CHRIS MARCIL.



NO MUSSY RACE-CARS FOR US. ONLY COOL VEHICLES, THANK YOU.



WE'RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.



WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT. HUH HUH. TALENT.

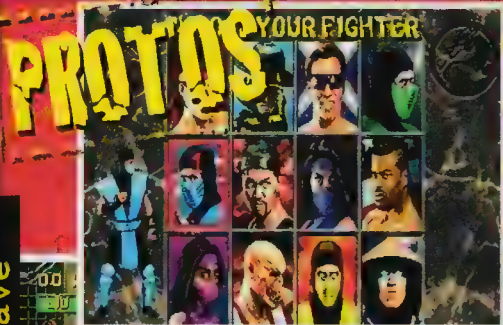


LIKE THEY SAY IN THAT OZZY MOVIE, "THERE'S NO PLACE LIKE HOME." UNLESS IT SUCKS.

FOR MORE INFORMATION, CALL 1-800-467-2537

© 1995 Viacom International Inc. "MTV, Music Television," "Beavis and Butt-Head" and all related characters are trademarks of Viacom International Inc. All Rights Reserved





# MORTAL KOMBAT



Sub-Zero still has his mask on in this version. Don't double lool!


Mortal Kombat II is even closer to completion! The arcade hit comes home with all the fatalities and friendships intact. The characters are large like the coin-op and the music is exactly the same. This is the best translation of MKII anywhere!

This game shows off what the Saturn can do. The game plays perfectly. All the neck kicks and combos you cheated your friends

with before are at your disposal.

Hopefully, you know that MK is a fighting game with gruesome finishing moves and digitized characters. Each martial artist has his or her own supply of special attacks and tricky combos.

Saturn owners should not miss this perfect translation. This is as close to the arcade as you can get!

SYSTEM	RELEASE DATE
	November
	THEME
	Fighting
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1 or 2	60%

# JUPITER STRIKE

PUBLISHER	SYSTEM	RELEASE DATE
Acclaim		Nov/Dec.
THEME	PLAYERS	SIZE
Shooter	1 or 2	CD-ROM
		% COMPLETE
		90%

Acclaim will be releasing this intense shooter for the PlayStation. Jupiter Strike is a cross between Panzer Dragoon and StarFox. It is primarily a shooter, with you flying through waves of enemy ships. One interesting point is that you can lock on groups of targets and let loose a stream of deadly

missiles. (Think Panzer!) Jupiter Strike is fast-paced and very detailed.

For a change of pace, play from either behind your ship, a la StarFox, or from inside the cockpit. No matter what you pick, you're in for a tough fight. Huge Bosses and plenty of enemies make this game hard.



Next Wave

# BC RACERS

PROTOS



One of the most interesting aspects of BC Racers is the way it handles the scaling of the 3D graphics. The game is more or less a 3D version of Mario Kart, and you have your choice of several different bikes, each with its own ratings for speed, attack and acceleration.

The characters compete for a chance to win a prized motorcycle. The many races take place in several locales. Some are a

hairpin turns.

The 3D doesn't seem to handle the scaling too well. The game is surprisingly choppy. Hopefully, this is because it is an early copy. There are a few nice effects though. One of the races takes place in a graveyard, and your bike has a headlight that brightens the way. It is a neat transparency effect.

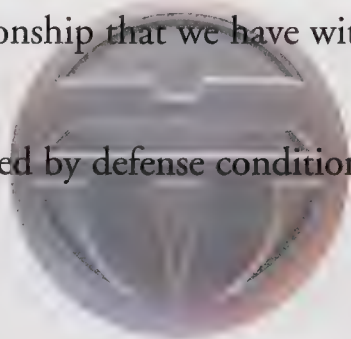
The gameplay is simple. One button is for the gas,

and another is for the brake. The game is a bit slow, but it helps out with the scaling. BC Racers will be appearing on the 3D soon.

SYSTEM	RELEASE DATE
3DO	NOW
PUBLISHER	THEME
LG Electronics	Racing
PLAYERS	SIZE
1	CD-ROM
	% DONE
	100%

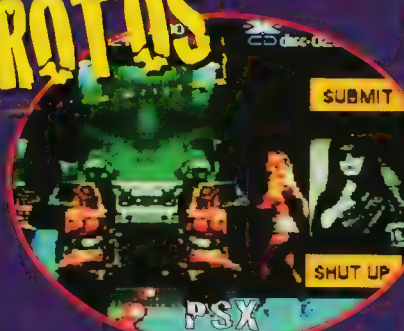
Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



DEFCON  
5™

PROTOS



Midway's popular arcade game Revolution is on its way to several systems. Like the coin-op Revolution X is a shoot-'em-up game. Your object is to go from stage to stage blasting away at any enemy that moves. Music is your weapon. You'll fire flaming CDs and laserdiscs at the oppressive armies of evil.

Revolution X has some interesting points. First, you can choose which paths to follow on some of the levels. These can help you find the members of the band

Aerosmith who are captured. Find them all, and you'll get a special ending. Second, you can destroy almost everything. This lets you get bonus points and secret weapons. The levels range from a

SYSTEM	RELEASE DATE
Multiple Platforms	December
	THEME
	Shooter
PUBLISHER	SIZE
Acclaim	6-Meg
PLAYERS	% DONE
1	95%



# REVOLUTION X

00002380 05 00000000  
CD disc 021 SUPER NES



nightclub to a raid on a laboratory that transforms women into hideous mutants. The last Boss reminds you of Smash TV. It's one of those Bosses that won't die until you blow every single limb off.

Revolution X looks like it will be a close translation, no matter what system you own. (Pictured above are

the Super NES, PlayStation and Genesis versions.) It is unknown whether or not the game will use a gun or just the controller at this point.

With music from Aerosmith and nonstop shooting action, Revolution X looks like it will really rock your video game system. More info coming soon!

Next Wave

PROTOS

# FOX HUNT

Capcom's first full-motion video game is even closer to completion. Fox Hunt plays out more like a movie than a game.

The plot is a campy affair with you starting as a secret agent. You'll come to against threatening foes like the KGB and the CIA. There are 10 possible endings and multiple

conclusions to each mission. The humor is reminiscent of the old TV series *Get Smart*. Fox Hunt is loaded with special effects that are done with models and live matting.

Fox Hunt looks like it'll be a bag of laughs, but how it plays is questionable. It's available for the PlayStation and PC.



Take on both the KGB and the CIA. Fox Hunt offers 10 different endings. It's a whodunk that's different each time you play.

PUBLISHER

Capcom

SYSTEM

Multiple  
Platforms

RELEASE DATE

January

THEME PLAYERS

Adv

1

SIZE % COMPLETE

100

80%

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**



DEFCON  
5™



# PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



## A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

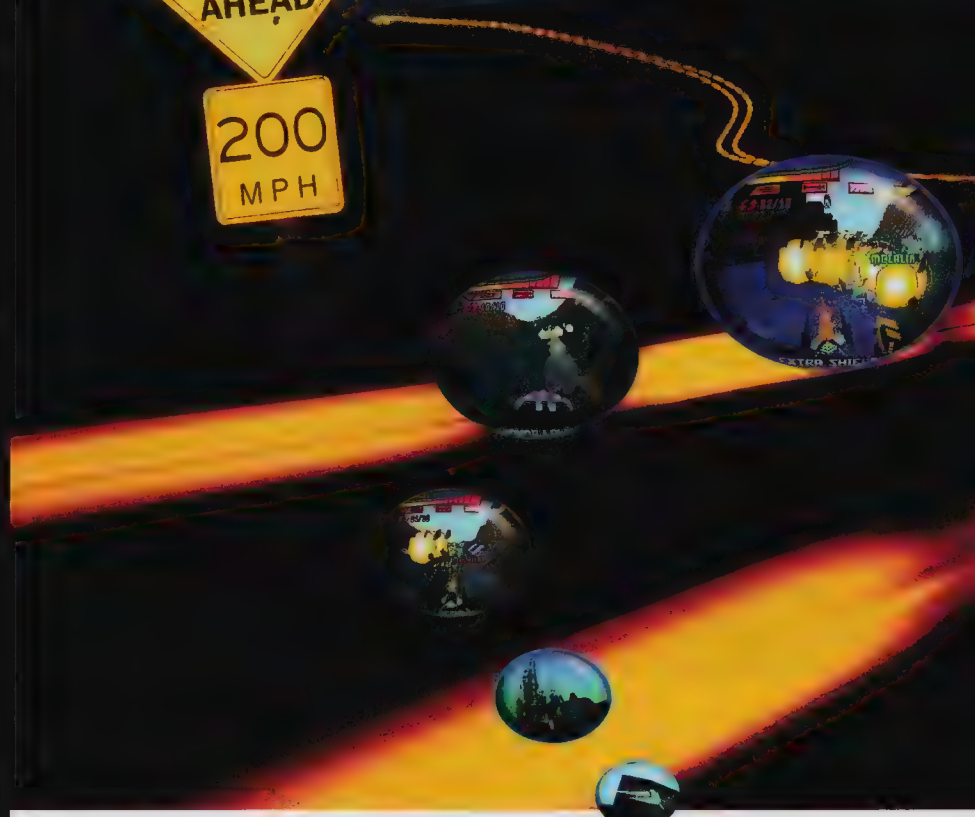
Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:  
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.



DefCon 5 is a registered trademark of Millennium Interactive, Inc. 1995 and licensed to Data East USA, Inc., LG Electronics U.S.A., Inc./Goldstar and VIC TOKAI, INC. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. 3DO, the 3DO logo and Interactive Multiplayer are trademarks of the 3DO Company. Nova Spring is a trademark of VIC TOKAI, INC. Data East and the Data East logo are registered trademarks of Data East USA, Inc. All other trademarks are the property of their respective owners.



***"If your opponent doesn't  
kill you, the road will."***



Bullfrog and the Bullfrog logo are registered trademarks of Bullfrog Productions, Ltd. "N Ozone" is a trademark of Bullfrog Productions, Ltd. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment.



**BULLFROG**  
PRODUCTIONS LTD

What's next?

It's the asphalt-melting, head-to-head

(split screen) combat race game with mini guns.

Missile launchers. And a track that morphs in real

time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware. It'll hit back.

**HI**

**OCTANE**

THE TRACK FIGHTS BACK

PLAYSTATION

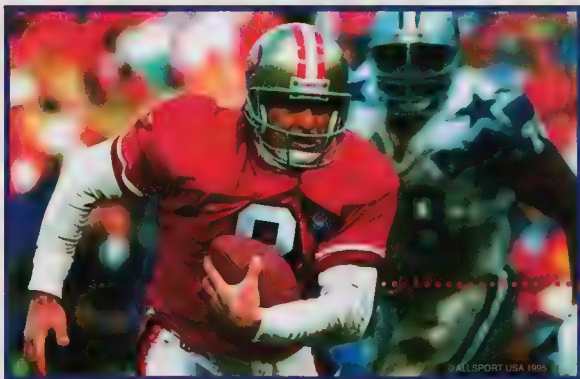
SEGA SATURN

PC - CD

<http://www.bf.com/bullfrog.html> (for more information)

# Team EgM

## STEVE YOUNG OF THE 49ers TALKS ABOUT THE TEAM



There's no stopping the hottest team in gaming from bringing you the newest games and interviews with sports' hottest stars. Happy holidays from Team EgM.

**T**his year saw some of gaming's dynasties recapture past glories.

With the new 32-Bit systems and everyone using SGI computers to render their sports images, there may be parody on the 32-Bit systems.

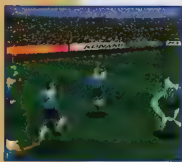
What that means is this: The games will look the same, but the telling factor will be how many features each game has and how realistic the gameplay will be.

If you're looking to put some sports games under your favorite gamer's tree this holiday season, the Sega Genesis is still the sports system of choice in the 16-Bit arena. The Saturn has some great sports titles with Sega Rally, World Series Baseball and NHL-All Star Hockey. Sega also has NBA

All-Star Basketball in the works for the Saturn and it looks great.

Turning to the PlayStation, Xtreme Games is a very good sports title, so is PGA Tour '96 from EA Sports. NFL GameDay from Sony is also great, but the big question mark is Madden '96 and NHL Hockey for the PlayStation. We haven't seen or played much of those titles but in talking to EA Sports officials, the games that are in production are coming along quite nicely.

One thing is for sure: If you love sports gaming, you know that you can count on Team EgM to have interviews with the top stars and all the info on the hottest games. ★



## THE LINEUP

• **EXCLUSIVE INTERVIEW**  
SAN FRANCISCO 49ers' STEVE YOUNG

### • PREVIEW

NBA IN THE ZONE (PSX)  
MADDEN '96 (GAME BOY)  
GOAL STORM (PSX)  
NHL HOCKEY '96 (GAME BOY)  
SEGA RALLY (SATURN)  
FIFA SOCCER '96 (PSX)  
COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP (GENESIS)  
WORLD SERIES BASEBALL (SATURN)

### • BOX SCORE

QUARTERBACK ATTACK (SATURN)  
NHL ALL-STAR HOCKEY (SATURN)  
WAYNE GRETZKY & THE NHLPA ALL-STARS (SUPER NES)  
WWF WRESTLEMANIA (PSX)

### • INSIDE LOOK

DIG DASS WORLD CHAMPIONSHIP (PSX)  
NFL FULL CONTACT (SATURN/PSX)  
VR SOCCER (PSX)  
BOXER'S ROAD (PSX)



Sega Rally for the Saturn (above) looks awesome and plays great. FIFA '96 for the PlayStation, left.

# What's Your Dream Play?

Name:

Stacey Flaherty

Age:

Sixty-two

Favorite Football Position:

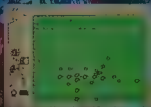
Frontline Tackle

Dream Play:

Goodnight QB



Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football™, not only can you call your own plays, you can create them! With the easy-to-use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the hard drive and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?



KIDS TO ADULTS



AGES 6+

**EMMITT SMITH**  
**FOOTBALL**  
SUPER NINTENDO  
ENTERTAINMENT SYSTEM



JVC MUSICA INDUSTRIES INC.

Emmitt Smith Football is a trademark of JVC Music Industries Inc. Produced by NCM Entertainment. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc.



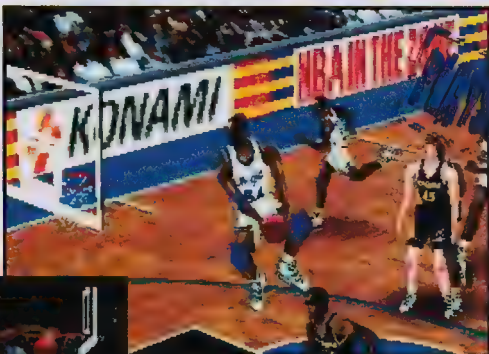
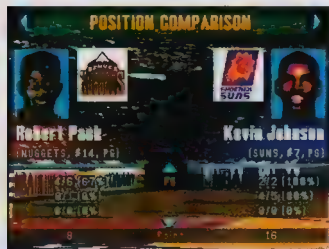
# In The Zone

Replays are a key feature of this game. Use your favorite player and make your own highlight film.

Konami's taking it to the hardcourt, and is pulling out all of the stops. If you enjoy taking it to the hoop hard with all of your favorite NBA teams and the league's top dunkers, shooters and defensive players, this game has it all. Detailed uniforms, logos and special players' appearances make this the most realistic basketball game title to date.

If you own a PlayStation, In The Zone will be waiting for you some time this month.

Konami gave us this 85 percent playable version to try out. The game features some outstanding graphics work with texture-mapped polygons and incredibly fast movement—an early favorite in the race for the best 32-Bit basketball game.



But as you know, EA Sports and several other companies will have something to say about that. It

Check your match-ups on the hard court. All of the game's top stars have been included.

seems as though every company has sports titles in development.

Another exciting feature is the multiple perspectives from which you can view the field of play.



Instant replays are a key element, and the players are easy to control and maneuver through the paint. During

the replay, the camera angle will change, giving you the best angle to view a dramatic dunk or an in-your-face defensive play.

If you enjoy basketball and are looking to add a game to your PlayStation

RELEASE DATE	DIFFICULTY	
December	Easy	
PUBLISHER	SIZE	
Konami	64M	
PLAYERS	THEME	% DONE
1 or 2	B-ball	85%

collection, you won't be disappointed with NBA In The Zone. ★

"...most realistic basketball game title to date."



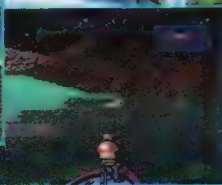
## Real Teams. Real Players

**NATSUME**

THEY HUNG, MARK DAVIS IS A  
CHAMPION OF NATSUME INC.  
NAME IS A REGISTERED  
TRADEMARK OF NATSUME INC.  
THE MAXIMUM

# Mark Davis' The Fishing Master™

*The most realistic Bass Fishing Simulation Game ever! Developed under the direct supervision of Mark Davis, 1995 BASS Master's Classic Champion and 1995 BASS Angler of the Year.*



**Welcome to Mark Davis' The Fishing Master!** Your Professional guide is Mark Davis, the only angler ever to win both the BASS Master's Classic and the BASS Angler of the Year in the same year. Different from Fishing Simulation Games of the past, the fish cannot be seen until they bite, a level of realism never experienced before!

Join Mark Davis for a fishing experience you'll never forget as his digitized voice utters words of excitement or despair. Whether you are an amateur or a longtime fishing master, you will love the thrill of catching the prize bass!



DISTRIBUTED EXCLUSIVELY BY:  
**SVG Distribution**  
8411 S. La Cienega Blvd.  
Inglewood, CA 90301  
For dealer inquiries or the  
nearest store location, call:  
**310-568-9800**

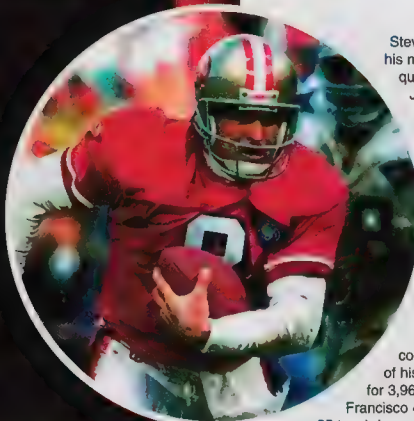
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



LICENSED BY  
**Nintendo**  
NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE NINTENDO LOGO ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1995 NINTENDO OF AMERICA INC.

# FACE to FACE

with 49ers' STEVE YOUNG



Steve Young has made his mark in the NFL—no quarterback (including Joe Montana) has ever led the NFL in passing for more than two consecutive seasons. His current streak stands at four, highlighted with a Super Bowl win against the San Diego Chargers at Joe Robbie stadium, 49-26 last year.

In 1994, Young completed 70 percent of his passes and threw for 3,969 yards and a San Francisco 49ers club record of 35 touchdowns. As a result, the 49ers led the league in yards per pass attempt with a 7.46 yards per pass ratio followed by the Cowboys and the Pittsburgh Steelers; the Chargers were in seventh place. But what you might not know about Steve Young is that he was also the 26th leading rusher in the NFL with a 5.1 yards per carry average. He beat a majority of the running backs in the league.

Things have been going much better for Young since Super Bowl XXIX when he threw a Super Bowl record six touchdown passes and his 325 yards accounted for 70 percent of the 49ers' offense. But what you might not know is he also led all rushers with his five carries for 49 yards.

Young wears number eight, and when interviewed, he often jokes he's the eighth wonder of the world, not because of his number, but because he's a 33-year-old single Mormon.

He would like another Super Bowl ring, but the Cowboys and the other teams in the league may have something else in mind for Young.

Steve Young is one of the game's greatest quarterbacks and he appears in Acclaim's many versions of Quarterback Club of which Young is a charter member. Recently we interviewed the world's greatest quarterback and the only QB in the NFL with a law degree who wants to be a prosecutor at the end of his playing career.

**TEAM EGM:** With all of your great performances, including slaying the Dallas Dragon in the NFC championship, what was your greatest accomplishment of last year?

STEVE YOUNG: Beating Dallas was incredible. But under the circumstances,

with what winning the Super Bowl meant to the 49ers, I'd have to say I will always remember my performance in Super Bowl XXIX as my best performance.

**How important is John Taylor to the 49ers' offensive scheme?**

John is really important. Having him means that the defense can't overload on one side. He gives us a lot more options on offense with his many talents. He's definitely an asset to our team.

**How much of a loss was Rickey Watters to the 49ers? What's your take on the situation?**

STEVE YOUNG: Rickey's a great player, but Derek Lovelle has played very well and I'm confident he will be able to step up and help us accomplish our goals this season.

**Coming up through the ranks what players did you look up to?**

Phil Simms and Joe Montana. At BYU Jim McMahon taught me how to play quarterback. We were the same size and threw pretty much the same way. If Jim hadn't been there, maybe I would have played defensive back. Joe Montana took me to the next level. I was a decent quarterback and Joe taught me how to become a great quarterback.

**What activities do you enjoy outside of football?**

Skiing, golfing, mountain bike riding, reading books. But growing up my favorite video game was Zaxxon in the arcades. ★



Quarterback Club '96

# THE WORD IS OUT



## THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best *sports* game - to ever come down the pike.

### WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

### WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season

into the future. Awesome.

**BUT, A WORD - OR WORDS - OF WARNING**  
Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

**ON SALE NOW AT YOUR FAVORITE DEALERS. SUGGESTED RETAIL PRICE, \$69<sup>99</sup> OR LESS**



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure maximum compatibility. An alternate seal will be provided for the Genesis version of the game to assure that they are compatible with the Sega® Genesis™ System.



© Tecmo, Ltd. 1994. TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega® Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. This product has been rated by the Entertainment Rating Software Board. For information about the ESRB ratings, please contact the ESRB at 1-800-771-ESRB.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

Phone (310) 787-2900 Fax (310) 787-3131



# GET connected and PLAY with the BAND™ beSt.

To get your character name here, you need to go buy an Xband at your favorite video game store and subscribe to the Xband network to be eligible.

## Madden NFL '95-Genesis



**NEW DADDY!!!**  
Kansas City, MO  
**89**



**C.O.B.**  
Fresno, CA  
**62**



**EBONY DRAGON**  
Inglewood, CA  
**61**



**MS. G STRING**  
Franklin Square, NY  
**49**



**RAYDAWG**  
Willamette, VA  
**48**



## NHL '95-Genesis



**++(HYPER)++**  
Beverly Hills, CA  
**388**



**MR. HOCKEY\***  
Flushing, NY  
**216**



**\*Hunts Point Mob\***  
Brooklyn, NY  
**204**



**MAD FISHERMAN**  
Middle Village, NY  
**203**



**\*Mr. Magnificent\***  
Brooklyn, NY  
**162**

## NBA Jam-Genesis



**Big Daddy Cool!!!**  
Brooklyn, NY  
**60**



**READ MY INFO!!!!!!**  
Los Angeles, CA  
**72**



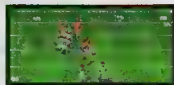
**SLICK LADY!!!**  
Brooklyn, NY  
**65**



**Judge!!!**  
Long Island City, NY  
**64**



**the HARD TARGET**  
Yonkers, NY  
**48**



## Top 5 Scores

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	SIZE
T*HQ	8-Bit
PLAYERS	THEME
1 or 2	Football
% DONE	
100%	

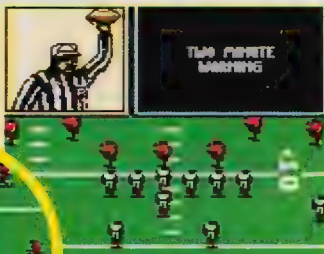
If you're looking for a game to take on those long red trips or are looking to get your favorite world traveler something to pass the time during those long airport layovers, T\*HQ has put Madden '96 into Game Boy form. The game plays just like its big brother versions on the Super NES or the Genesis. The graphics are as you might expect

are Game Boy quality, but the gameplay is very good. If your gamer has a Game Gear,



there is also a version of Madden '96 for that portable from T\*HQ as well.

This miniature version of Madden includes a brand-



new playbook and some specific blocking techniques. The game also has a wide view of play and crisp player animations. T\*HQ has done a good job making Madden '96 portable and therefore should be a hit with portable gamers everywhere. ★



All of the new NFL rules and actual teams (without their logos) are in this version.



All of your favorite Madden plays have been simplified to fit on the Game Boy.

# Madden '96

SEGA  
GAME GEAR

SEGA  
RETURN OF THE JEDI  
STAR WARS™  
RETURN OF THE JEDI™



BRING THE ADVENTURE WITH YOU

Perfect for any form of travel,  
Super Return of the Jedi™  
is now available in portable sizes.



Pick up these great games at your local retailer or call:

1-800-4-FUN-004 FOR ORDERS ONLY

For the latest game tips, call the Black Pearl/Malibu Games Hint Line!

1-800-370-HINT

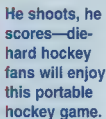
© 1995 Sega Enterprises, Ltd. All rights reserved. Sega and the Sega logo are registered trademarks of Sega Enterprises, Ltd. in the U.S. and other countries. Star Wars and the Star Wars logo are registered trademarks of Lucasfilm Ltd. All other trademarks are the property of their respective owners.



They wanted a realistic look and feel for die-hard soccer fans and they have succeeded. If this game is a sample of things to come, PlayStation users will have some hard choices to make. ★

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER		SIZE
Konami		5.5 MB
PLAYERS	THEME	% DONE
1-8	Soccer	65%

Actual team names and logos are in, but actual player rosters are not.



Team	Player	Rating
LD	38 Keith Jackson	43
UD	39 Tony Williams	43
LD	40 James Noyes	42
LD	26 Lenny Roach	47
UD	41 Hugh Riley	45



RELEASE DATE	DIFFICULTY	
November	Easy	
PUBLISHER		SIZE
T*HQ		2-Bit
PLAYERS	THEME	% DONE
1	Hockey	100%

This game has an NHL league license, but not an NHL player's license. ★

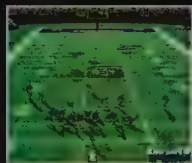
to those who say they've got the stuff,

we say...

# Put up or Shut up.



Acclaim's motion capture technology...true football realism!



80 yards of viewable field!

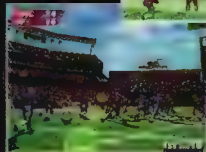
all the top NFL quarterbacks!

## NFL QUARTERBACK CLUB 96

all the teams!



3-D rendered stadiums!\*



control any NFL\* player on offense or defense!

all the players that count!



over 800 plays including authentic QB signature plays!

Either you Have it, Or you Don't.

\*player, game and full season stats! \*substitutions! \*replays from any angle! \*perfect your gridiron skills in the exclusive practice mode! \*custom player feature-build your own dream team! \*simulation mode-change history in 50 game-breaking situations! \*hyper audibles-choose from 54 plays at the line of scrimmage! and more!

Super NES Genesis Game Boy Game Gear Saturn PlayStation PC-CD ROM

Officially Licensed Product of

"Saturn", PlayStation" and PC-CD ROM

"Exclusive to Super NES" and Genesis



The NFL Quarterback Club is a trademark of the National Football League. All Rights Reserved. "PlayStation" is a trademark of Sony Computer Entertainment, Inc. Nintendo Super Nintendo Entertainment System, Game Boy and the Official Seal are registered trademarks of Nintendo of America Inc. © 1997 Nintendo of America Inc. Sega, Sega Saturn, Genesis, and Game Gear are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots taken from the PlayStation version of the video game.

**Acclaim**  
entertainment inc.



One of the most anticipated racing titles since Daytona is burning rubber in the arcades and soon it will be available on the Sega Saturn.

If fast-action racing games are what you enjoy, then Sega Rally Championship has plenty of high-speed driving excitement.

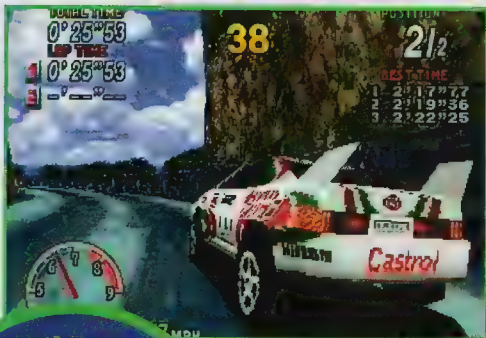
It's a direct port of the highly acclaimed arcade racer.

Sega Rally features an Arcade Mode, a Practice Mode, a Championship Mode and a Racing Mode. You can even make some technical changes to your car's setup to make your car faster on the various terrains on which you are

Sega Rally Championship features instant replays and voice-over commentary giving track warnings and updated track conditions.



required to race. There are three different courses: a desert course, a



RELEASE DATE		DIFFICULTY	
December	1995	Modest	Easy
PUBLISHER		SIZE	
Sega		1.5 GB	
PLAYERS		THEME	
1		Racing	
		% DONE	
		75%	

Four different driving views of the race-track allow you to see where your competition is at all times.



forest course and a mountain course. There are four different viewpoints that you can race from: inside the car, outside the car and two other Daytona-like views of the racecourse, allowing you to see where your opponents are. This game is much

smoother than Daytona. This is the way that Daytona should have been done. This game is a keeper and Saturn owners will be burning rubber to get their hands on this incredible racing game. ★



MULTIPERSPECTIVES :.....▶

WHEN YOU BUY NBA JAM™ T.E.  
AT TOYS'R'US ...

**T'S A  
STEAL!**

GET NBA JAM™ T.E. AT TOYS'R'US AND

**SAVE \$10.00**



ALL NEW JAMS



GO FOR THE 7 POINT SHOT  
FROM THE HOT SPOT



NEW ROOKIE AND  
ALL-STAR TEAMS



ROCKET ACROSS THE  
COURT WITH THE SUPER  
SLAM DUNK



**PURCHASE PRICE.....\$39.99**

**REBATE..... 10.00**  
Less Manufacturers Mail-in Rebate

**YOUR COST.....\$29.99**

To receive your \$10.00 rebate check by return mail:

Purchase one NBA Jam Tournament Edition for Super NES, Sega Genesis, or Sega 32X only, between October 31, 1995 and February 29, 1996, and obtain an original, dated sales receipt. Store name must appear on receipt. Remove the proof-of-purchase (UPC symbol) located on the back of the NBA Jam Tournament Edition game packaging.

Please print all information requested on the form at right.  
No photocopies of this official rebate certificate, or the UPC symbol or dated sales receipt accepted.  
Send this completed certificate along with the original, dated sales receipt showing store name, date, and UPC symbol to: **NBA Jam Tournament Edition Rebate Offer**  
P.O. Box 1192 Grand Rapids, MN 55745-1192.

Limit one rebate per household and mailing address. Group or organization rebate requests will not be acknowledged and are not eligible. Offer good only in the U.S. and Canada. Void where prohibited, taxed, or restricted. Allow up to 6 weeks for delivery of rebate. Offer Expires 2/29/96. Purchase must be made between October 31, 1995 and February 29, 1996. Rebate requests must be postmarked no later than March 4, 1996 and received by March 15, 1996. Not responsible for lost, illegible, misdirected, or incomplete rebate certificates. May not be combined with any other offer. Reproduction, sale, trade or purchase of this certificate or proof of purchase is prohibited.

All NBA and related NBA Team trademarks used herein are the property of the National Basketball Association. All other trademarks are the property of their respective owners. © 1995 Hasbro, Inc. All rights reserved.

**NBA JAM™ TOURNAMENT EDITION™**

**\$10.00**  
**REBATE OFFER**

Mail to: P.O. Box 1192  
Grand Rapids,  
MN 55745-1192

**TOYS'R'US**

Name

Address

City/State/Zip

Primary Player Age

Store Purchased

Sex: M J F J

Game System Owned (Circle All that Apply): Super NES, Genesis,

Game Boy, Game Gear, Sega Saturn, Sony Playstation,

3DO, Nintendo Virtual Boy, Sega Nomad

OFFER EXPIRES 2.29.96

# FIFA 96 Soccer

FIFA Soccer is back with a vengeance and is better than ever on the PlayStation. This year's FIFA features over 3,000 real-world-class players from 12 international leagues.

This time around EA Sports combined its 3D-rendered player graphics and animation with powerful, specially designed computer intelligence. FIFA 96 for the PlayStation takes over where the 16-bit FIFA franchise left off.

## TEAM STRATEGY



Selection technology and unlimited camera angles to bring the 3-D stadiums to life. Each team in FIFA has its own attributes on offense and defense, and EA Sports has successfully made each team the mirror image of its real-world counterpart.

So much in fact, that each player's trademark move from Romario's surgical spot-kick to the big game is his predominant trait, and EA Sports has the defense in 1996 captured in FIFA 96 for PlayStation.

PLAYSTATION

Video footage from World Cup USA '94 and video footage of great goals from around the soccer world have been included in FIFA 96.



EA Sports' camera angles allow you to view the field of play from virtually any camera angle imaginable.



Each team is like the real team it represents, with potent offenses and defenses.

The expansive soccer field challenge and at the same time giving the player a way to compete.

Set plays can be executed on offense and defense in FIFA 96.

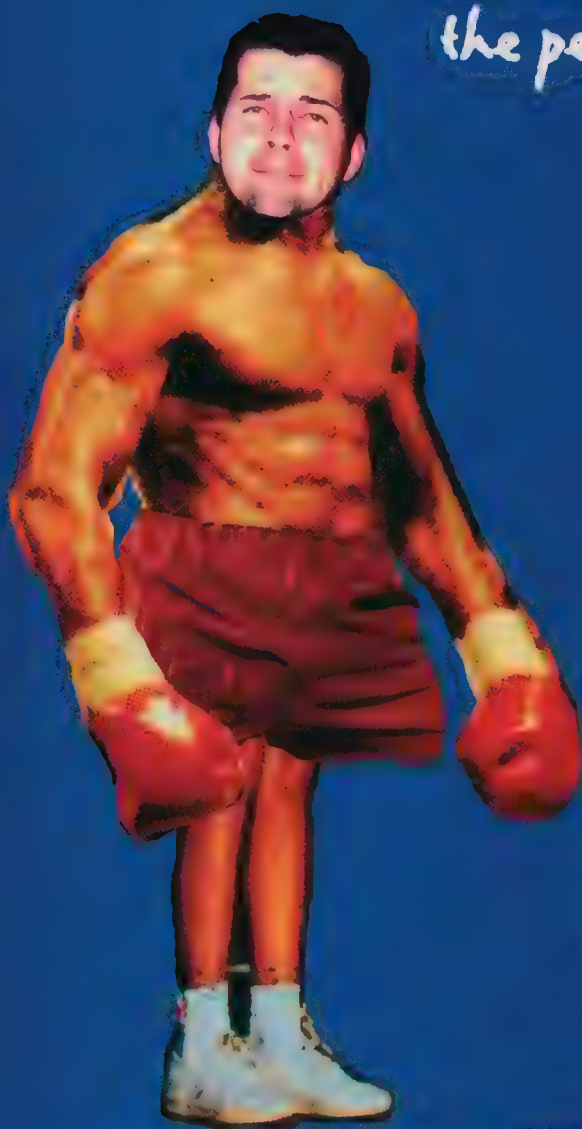
EA Sports' computerized AI can also set up a variety of offensive and defensive formations this year to get a goal or in the last goal to protect a one-goal lead.

You may even notice that EA Sports' jersey numbers on all of the players.

This game is a keeper for soccer fans will be looking for a new into the FIFA 96 release.

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	SIZE
EA Sports	100 MB
PLAYERS	THEME
1-8	Soccer
% DONE	
90%	

How would you design  
the perfect boxer?



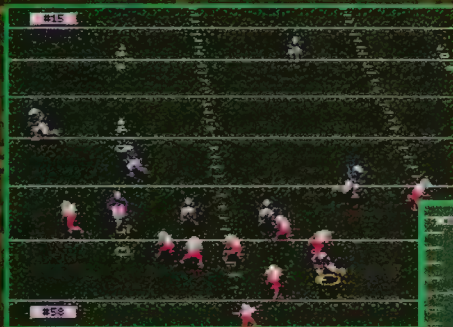
## CENTER RING ★ BOXING ★

Time of the new boxing fighter: impossible! Have missed this one, then to be did without compromise! Champion of the World. Did he see you? How about skill? In Center Ring boxing, there are two original modes: height, weight, even the style of your strikes. Train meticulously to build speed, power, and stamina. There lies the most of your challenges in this way: often demanding combos, hooks and uppercuts you might just win the title shot. But honestly, you'll just know that!



# college football 2

## national championship



You will be able to speed, burst, stiff arm, spin and dive your way to the National Championship!

# GENESIS

league option so that up to 16 people can compete in league or tournament play.

During league play, stats are tracked and you will be able to see how the players on your team compare with the league leaders. A record book will track your stats and achievements in different categories.

Sega's taking to the college gridiron for the second time. This year they have 32 of college football's top powerhouses. The schedules have been adjusted to reflect the 1994 season, both in school selection and team attributes.

Among those schools included in this version are Alabama, Auburn, Boston College, BYU, California, Colorado, Colorado State, Michigan and Notre Dame, just to name a few.

There are four different types of game-play modes. You can play an exhibition

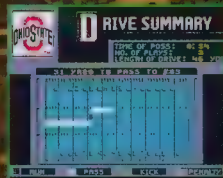
game between any two teams, in the divisional challenge, you can play an 11-game season, striving to make the playoffs. The four divisional winners and four wild-card teams make the playoffs. In this mode, you can either



The powerhouses of college football make spectacular plays and score flamboyant goals wearing their respective schools' colors.

default division, or create your own. As well, there is the race to number one. You can create your own 11-game season and compete in a 12-game season in which you goal is to end the season ranked number one. After the season is over, the top eight teams compete in a playoff. The Tournament Mode allows you to compete in a four-team, eight-team, 16-team, 32-team tournament to determine a national champion. Sega offers a multiplayer

New plays and formations including the all-new wishbone formation have been added.



RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER	SIZE	
Mega Sports	1.1 MB	
PLAYERS	THEME	% DONE
1-8	Soccer	60%

GET THE GIFT OF EGM TO A FRIEND!

NOW  
ONLY  
\$23.95

# ELECTRONIC GAMING MONTHLY

YOUR GIFT SUBSCRIPTION INCLUDES:

- EGM'S 500 HOTTEST TIPS BOOK
- A FREE SAMPLE OF EGM2
- QUARTERMANN CHEAT SHEET (MONTHLY)

SEND GIFT SUBSCRIPTION TO:

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_ Sex: M / F  
Phone (\_\_\_\_) \_\_\_\_\_ Year Born 19\_\_\_\_  
E-Mail \_\_\_\_\_

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ Zip \_\_\_\_\_ Sex: M / F  
Phone (\_\_\_\_) \_\_\_\_\_ Year Born 19\_\_\_\_  
E-Mail \_\_\_\_\_  
☐ 2 year - \$39.95      ☐ 1 year - \$23.95  
☐ Payment Enclosed      ☐ Bill Me

For faster service on Visa or Mastercard orders call toll-free: **1-800-846-8503**

Please wait 6-8 weeks for your first issue to arrive. Enclose U.S. Funds Only Canada & Mexico add \$12.00 per year. Foreign rate \$100 per year. \* With Paid Subscription: Gift 100





NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 242 RED OAK, IA

POSTAGE WILL BE PAID BY ADDRESSEE



**ELECTRONIC GAMING MONTHLY**  
**P.O. BOX 7524**  
**RED OAK, IA 51591-2524**



Speed isn't  
all you'll need.



## IMPACT RACING

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons, including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychobonus track, a humongous kill-fest that rewards you for how vicious you are.



© 1995 Funcom Productions AS. All Rights Reserved. © 1995 JVC Musical Industries, Inc. Sega and Sega Saturn are a trademarks of SEGA ENTERPRISES LTD. The PlayStation logo is a trademark of Sony Computer Entertainment, Inc.



SEGA SATURN



# SATURN

Team and individual stats are tracked in a number of different categories, plus league leaders are tracked in World Series.

Sega is going to tie the record and they can take home runs around the bases as they've hit a clutch home run at a critical time for the Saturn.

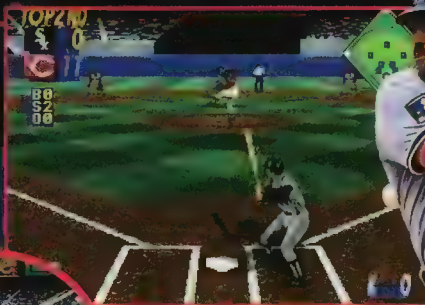
This game is a conversion of the Sega of Japan classic Great Bat 9.

It has been Americanized and a Major League Player's Association and a Major League Baseball license have been added.

All 28 teams complete with the actual player rosters have been included. This game came together much quicker than Sega expected.

It features ultra-realistic renderings of baseball's most famous ballparks.

Gamers can swing for the



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
Sega Sports	100%	
PLAYERS	THEME	% DONE
2	Baseball	100%

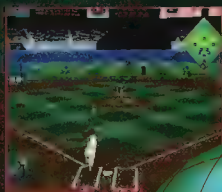
fence in a Home Run Derby. On an All-Star team take part in season play with 13-, 26- and 162-game seasons complete with playoffs to determine a World Series champion.

Each player is announced when he comes up to bat and actual player photos of your favorite big leaguers are in the game.

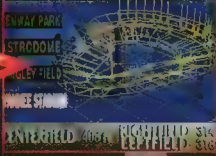
Large player sprites and excellent animations will make this game hard to beat on the Saturn. It looks like

Sega might be able

to regain the glory of their past World Series Baseball titles. This game covers all the bases.



SELECT STADIUM



Five different camera angles including a low, medium, high, random and Chase Mode will allow you to follow the ball as it is blasted out of the infield.

GET READY FOR THE...

# POWERSURGE

EXPANSION SET

The PowerSurge Expansion Set cranks up the voltage of your OverPower deck!

- 21 electrifying new superheroes and villains including Scarlet Spider, Mr. Sinister and Ghost Rider!
- Totally new Specials for all heroes add new strategic options
- All new collectable Mission cards

MARVEL  
**OVERPOWER**  
CARDGAME

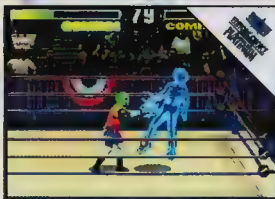
3 Card Booster Packs - Available December 1995

MARVEL, all Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. All Rights Reserved. © 1995 Marvel Characters, Inc. All Rights Reserved. OverPower and PowerSurge are trademarks of Marvel Characters, Inc. All Rights Reserved.

# Box Score

## WWF WRESTLEMANIA • PLAYSTATION • ACCLAIM

Acclaim and Williams have come down off the top rope with authority. They have turned out the lights on anyone thinking of making a wrestling title for the PlayStation. This game has some hilarious power moves and combos that will have gamers pinning their opponents long into the night. **GET THIS GAME!**



While still trying to find the coin slot on the PlayStation, WWF is one exciting game. All of the moves and combos are here and easier to initiate. As far as sounds go, this rocks your woofers and has off-the-wall commentary and crowd reaction. WWF is a complete wrestling game with all of the fixings.

Video  
Cowboy

9.0

Dindo  
Perez

9.0

## NHL ALL-STAR HOCKEY • SATURN • SEGA SPORTS

Excellent and highly detailed rinks make this game a possible keeper for die-hard hockey fans. NHL All-Star Hockey has a couple of problems and the player animations could have been better. It is also hard to score on your opponent. But the computerized AI has little trouble with bulging the twine on you.



It's one of the best-looking hockey games around in the sense of rink detail and players' authentic team jerseys. However, playability is its downfall. Controlling players' movements is sluggish and it's hard to get used to the different camera angles. A great game in the making but needs some improvements.

Video  
Cowboy

7.5

Dindo  
Perez

7.5

## QUARTERBACK ATTACK • SATURN • DIGITAL PICTURES

Quarterback Attack is a unique game that will have you coming back for more. Play as the QB calling the plays, and reading the defenses. This game has gotten a bad rap. In order to do a review you have to play the game.



I've never been fond of full-motion video as an element for a game but this title caught my interest. The Inside the QB Helmet cam is a nice touch as well as other unique perspectives. For once in your life, you can be the quarterback and see how it really works in the big game with a real football environment.

Video  
Cowboy

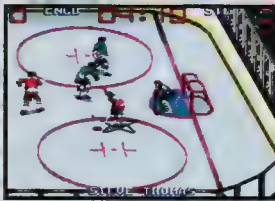
7.5

Dindo  
Perez

7.0

## WAYNE GRETZKY & THE NHL PA ALL-STARS • SUPER N'ES • TIME WARNER INT.

The Great One is back and this game offers some unique gameplay features including fighting. Gretzky had a hand in the design of this game and it shows. The game is fairly solid, but it is still pretty hard to score and the AI could have been improved. If you enjoy hockey, give this one a rent or two first!



This game never got on the ice for me. For one thing, the unrealistic player animations such as checks and skating ability weren't pleasing to see. Plus, controlling players took a bit to get used to. Scoring against the CPU is challenging, giving the game more replay value, but it takes more than this for a sure keeper.

Video  
Cowboy

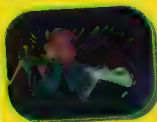
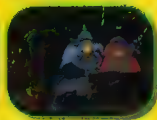
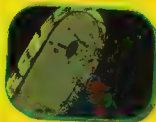
7.0

Dindo  
Perez

6.5

# BRAIN DEAD 13

A GAME  
TA DIE  
FOR!



## Get It Now!



ReadySoft Incorporated  
2275 14th Ave. Suite 7 & 8  
Markham, Ontario Canada L3R 9Y2  
Tel: (905) 475-4881 Fax: (905) 475-4882  
Internet: info@readysft.com http://www.readysft.com

**Starring Fritz in a bizarre comedy-horror-action-adventure.**

• PC CD-ROM • MAC CD-ROM • MPEG • SEGA CD • 3DO • SEGA SATURN • SONY PLAYSTATION •

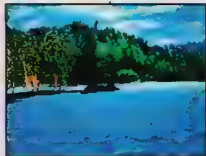
BrainDead 13 is a trademark of ReadySoft Incorporated. ©1995 ReadySoft Incorporated. ALL RIGHTS RESERVED. All products and brand names are registered trademarks of their respective companies.



# inside Look

## Big Bass World Champ.

PSX • Hot-B

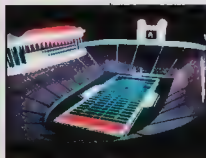


Get ready to drop a line in on the PlayStation.

Get ready for another fishing extravaganza, this time for the PlayStation. Hank Parker is back to help you land the big one. He teams up with *Bassin' Magazine*, Berkley rods and reels and Hummingbird fish finders. You put all of the top fishing gear to use in this game. You can even customize your own lake in this version and stock it with whatever type of freshwater fish you like, including pike, walleye, bass and a number of other species. You'll also be competing in a number of progressive bass tournaments.

## NFL Full Contact

Saturn/PSX • Konami



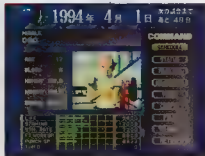
Konami's kicking its sports line off in a big way.

Konami is executing their game plan to perfection, by using advanced motion-capture and SGI graphics to render its player and stadium animations in hopes of making the ultimate football game for both the Saturn and the PlayStation. To help reach this goal, they have acquired both the NFL and the NFL Player's Association licenses.

Players' stats will be tracked in a number of different categories and Konami is hoping to deliver some bone-jarring hits to the plans of the other big-time sports game developers.

## Boxer's Road

PSX • New (Japan)



No one has claimed this game for the U.S. yet?

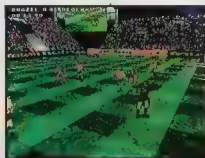
This polygon-based boxing game is getting a lot of attention in Japan. All of the reviews of this game that we've seen in the Japanese press haven't listed a score of less than nine out of 10.

Customize your boxers and start weight training to get more firepower behind their punches. You can even put your boxer on a diet to watch his calorie intake.

This game also features a dozen different views that make this game very unique and a lot of fun to play even with the hard-to-read Japanese text.

## VR Soccer

PSX • Interplay



Many different camera angles will be included.

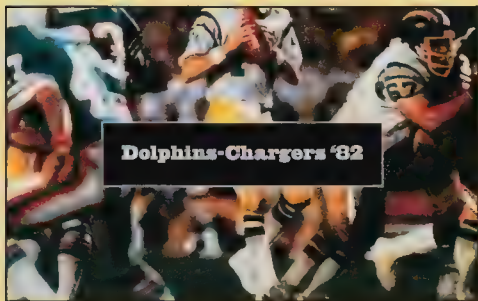
It seems everyone is trying to break into the lucrative sports-gaming genre.

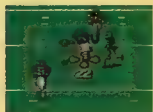
Interplay has developed the VR line of sports products and they are taking to the pitch with VR Soccer.

They're hoping to make a realistic polygon-based soccer simulation that will keep gamers busy long into the night. There's no word yet on how many different types of features the game will have, as it is very early in its development.

But we wanted to give you a quick look at what you might expect from VR Soccer.

# **The greatest football games of all time.**





Running. Running. Running. Running out of options? Look behind you. Now you can lateral for a few extra yards. Hopefully.



If the QB doesn't put enough on it, don't panic. Just drop to your knees. Make the catch. And get up and go.



The QB launches one high. Good thing you've got extra leaps like Jerry Rice. With new jumping catches, nothing's goin' over your head.

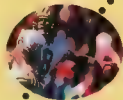


You can play exhibition. Or you can try to run with the big dogs all season long. A full season with playoffs. And, of course, the Super Bowl.\*



We put the team logos in the end zones. So, now, when you cross the plane in an away game, you know who you scored on.

Hellooooo south-paw. Left-handed quarterbacks like Steve Young give the defense one more little thing to look out for.



Step up into the front office. As general manager, you can trade and sign players. Whatever it takes to get that ring.



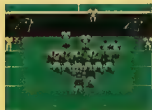
So you're defending a speedster. Just jam him at the line. Whatever it takes to remove his wheels.



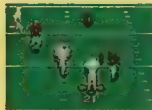
## Madden '96



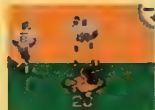
EA SPORTS, the EA SPORTS logo, the 4 Way Play logo are trademarks of and "It's in the game, it's in the game" is a registered trademark of Electronic Arts. NFL, team names, logos, helmet designs and uniform designs are registered trademarks of the NFL. Photos courtesy of ©Vernon Brewer/NFL Photos. ©A. Mansueti/NFL Photos and ©Chris D'Amico/NFL Photos. All other trademarks are the property of their respective owners. \*Excludes some early platforms. \*We've got you, look for



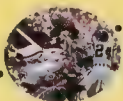
Tons of new offensive plays and defensive formations. The kind that could only come from the mind of Madden.



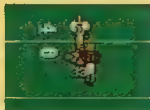
As you step under the punt you smell the bad breath of the special teams guy comin' down on you. No problem. Call fair catch.



Can't go through 'em. Can't go around 'em. Go over 'em. The way Barry Sanders would. And listen to the pads crack below you thanks to ear-drum banging sound effects sampled from the actual field.

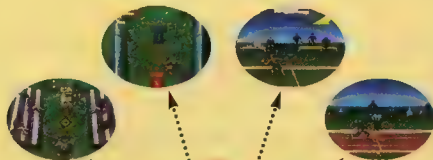


You get the real teams on the field, and in the booth. In addition to the man himself, we bring you the rest of the broadcast team, Pat Summerall and Lesley Visser.



We put the players' numbers on their jerseys this year. So you know where to look for the license of the truck (Barn Morris) that just ran you over.

The new Combine option is a game within the game. Create yourself. Go through a battery of NFL skill tests (with scouts watching). And pray you make it on draft day.



This is not a game. It's a monument to the NFL. A gold standard authored by the man himself, John Madden. The ultimate judge. Kicks off soon on Sega® Genesis®, Super NES®, Game Gear™ and Game Boy®. To order, visit your local retailer or call 1-800-245-4525. Or see us at <http://www.ea.com/easports.html>



If it's in the game, it's in the game™







**OVER  
\$20,000  
IN PRIZES!**  
Including two trips to  
Super Bowl XXX

**Here's what you do to compete.**

**NO PURCHASE NECESSARY – SEE RULES FOR DETAILS**

- 1 GET MADDEN NFL 96!**  
For Sega "Genesis" or Super NES\*
- 2 GET XBAND!**  
The only online Video Game Modem and Network for Genesis & Super NES that automatically matches you to an opponent via your telephone line
- 3 LOG-ON TO XBAND DURING ANY QUALIFYING ROUND!**  
Each qualifying round consists of 3 hours of Madden gameplay per day on 2 consecutive days
- 4 WIN THE MOST MADDEN GAMES DURING ANY QUALIFYING ROUND!**  
For each qualifying round, the 8 Genesis and 8 Super NES players with the most wins advance to the Final 64 for their system
- 5 IF YOU DON'T MAKE THE TOP 8 IN THE 1st QUALIFYING ROUND, TRY AGAIN!**  
There are 8 qualifying rounds beginning November 18th-19th and ending December 9th-10th

**HURRY QUALIFYING ENDS DECEMBER 10th**

### Qualifying Rounds Schedule:

Round:	Date:	EST:	PST:
Round 1	November 18-19	12N-3P	9A-12N
Round 2	November 25-26	3P-6P	12N-3P
Round 3	November 28-29	7P-10P	4P-7P
Round 4	Nov. 30-Dec. 1	9P-12M	6P-9P
Round 5	December 2-3	12N-3P	9A-12N
Round 6	December 5-6	9P-12M	6P-9P
Round 7	December 7-8	7P-10P	4P-7P
Round 8	December 9-10	3P-6P	12N-3P

Rules and tournament information  
available at Electronic Boutiques  
and Blockbuster Video Stores.  
<http://www.xband.com>  
<http://www.ea.com>



EA SPORTS™ and logo are trademarks of Electronic Arts. EA GAMES™ is a trademark of Capcom Entertainment Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Super Nintendo is a registered trademark of Nintendo of America. Electronic Gaming Monthly is a trademark of Simon & Schuster Publishing Group. NFL team names, logos, helmet designs and uniforms are registered trademarks of the National Football League.

Get your letters into **EGM** today or we kill another editor. You can reach **EGM** by writing to: Interface, Letters to the Editor, 1920 Highland Avenue, #222, Lombard, IL 60148

**This is the section where you can vent your frustration and tell everyone what is on your little mind. While you're at it, you can also expose yourself to more than 1 million gamers who are looking for an easy target. Remember, you have the right to be kicked off. Anything you say can and will be used against you on the Internet. Names have been changed to protect the innocent and weak.**

**NUKE**  
www.nuke.com.

**Get ConNeCTed!!**

You can also reach the editors of **EGM** via CompuServe at 75062.1887 or the Internet at 75062.1887.

@CompuServe.com or:  
NUKE.EGM@msn.com

You can get access to **EGM's** articles, reviews and more on the World Wide Web via the **NUKE** home page at [www.nuke.com](http://www.nuke.com).

Internet Explorer 4.01.5726.0

SPONSORED BY THE BIGGEST AND THE BEST...  
Click Here to Preview the Best Game and Receive a Special Subscription Offer!

JOYSTICKS

## LETTER OF THE MONTH

### Does Blood and Success Go Hand In Hand?

Dear **EGM**,

I don't quite understand the appeal of some super-violent, super-gory and super-hyped fighting games. Would Mortal Kombat have been so successful without the excessive blood in the game? I honestly don't know the answer to this question. It seems some gamers like to see "blood" in those games. Some say it looks cool. Cool? Yes it was cool for the first few hits, then you've got to realize, "What kind of person am I to imagine hitting a person (or creature) so much that he/she bleeds 200 percent of his/her blood?" Is it more fun for you seeing people bleed? If it is, maybe what the opposition to violent games is saying is correct. (I said maybe!) And if it's not more fun, maybe it is more "realistic." No, losing 200 percent of your blood, dying (basically) and getting back up for the next round is not even close to realistic. Ironically,

they're screaming every time they lose so much blood. (Isn't that annoying?) Oh the joy of making someone bleed and scream, and the amputations are just the icing on the cake! Fighting games aren't meant to be realistic at all. What if a future company made a virtual-reality game with super-duper real graphics (like in the movie *Virtuosity*) in which the gamers actually use a weapon to make their opponent die? (Please don't say that would be cool.)

Don't feel like I am picking on Mortal Kombat. Killer Instinct is super crappy because it has too many automatic combos. Automatic combos suck! One should work for one's combos. I do agree that it has nice graphics, but

what's the point of nice graphics if the game-play sucks? Oh, and there is Primal Rage, which was fun for about three games and then became a support (you know, elbow and back support) for people watching the game next to it. Oh, since you guys seem to like printing your **EGM** in super-bold face print, I'll mention it a few times, just in case this letter gets printed.

**EGM** is cool, not gory games. I wish **EGM** mags were thicker. I wish **EGM** would extend my subscription for free.

**Hugh Ha via the Internet**

You have to realize that some companies use an excessive

amount of blood because gamers do think blood is cool...at least that was the case for MK. Granted it was and is a great fighting game, but it was also one of the first fighting games that used a prominent amount of blood and gore. Bottom line, some companies will continue to produce games with blood and guts in an attempt to set new standards of gaming just like the original Mortal Kombat did. For now, Hugh, you must sit back and chill, because there is nothing you can do about all the blood and gore. Your Acciim Dual Turbo Joysticks are on the way!



## The Next-Generation System Wars

**Dear EGM,**

First, I would like to say that **EGM** is looking better all the time! Keep up the good work. Second, you posted a message on the **NUKE** page that needed some correcting. The author of the message was wrong about the Saturn. He stated that it was not the 32-Bit choice. I disagree with this. It is up to the gamer to decide and will be decided by the games, not the hardware. He (Vegabros) also stated that there was no I/O port for the Saturn—this is false! The Saturn has a few ports that are connected directly to the 32-Bit bus. Third, he stated that the Sony is cheaper! *False.* I paid \$299 for my Sony with no game. Next, I had to buy a game at \$59. Then I had to buy a memory card at \$25 for a total of \$380. That's only a difference of \$20. The Saturn comes with memory and Sega is also sending me VF Remix for *free*! That's another 60 bucks! So if you take that into consideration, the Saturn is cheaper! I'm not saying that Sony is not as good. I think they are both great systems. The software will decide, though!

**Steve Holdorf**  
Orlando, FL

**Dear EGM,**

I would just like to voice my opinion about the Sony PlayStation and the Sega Saturn. I am very disappointed with both systems. To me, neither machine represents the "next level" of gaming. I am happier with my Super NES and the very good games the system has. All the PSX and Saturn look like to me are gimmick machines that don't offer any real substance in their

games, just eye candy. My opinion might change though. If the games do start to get better, then I might consider looking at the systems again. If not, then I think the support for these machines might slowly die. By the way, I have played both machines and virtually every game that's available for both systems. I work at a rental store and the demand for them has been minimal. People just don't care. Anyway, just thought I'd voice my opinion.

**Mike Forst**  
via the Internet

**Dear EGM,**

I want to clear up some info that I recently read while cruisin' on the Net. I'm a proud owner of the Sega Saturn and am very pleased to hear that Saturn's tech specs are not as far behind the PlayStation as I had thought. According to some sources on the Net, the Saturn may have slightly more power in the amount of polygons that can be displayed because of its superior throughput power. The PlayStation is capable of calculating more polygons per second than the Saturn, but doesn't have the power to show them. My question to you is the information accurate?

**Tom Flynn**  
San Diego, CA

**Dear EGM,**

I finally get to write a letter to **EGM** the easy way! I've been itching to do this since the early Saturn release. Anyway, I'm kinda shocked at the attention to the PSX. Never before has a company come into the corporation market and said, "Move over!" Are they doing it right or are they bribing the companies for distribution and hype? Or was it simply the right place at the right time? I have no answers. Maybe they did have a game plan after all. Games like Battle Arena Toshinden and Tekken not only show off the cool graphics, but also have fantastic gameplay. Yet, I remain skeptical because those two can't hold the company.

**Richard Knight**  
via the Internet

**Dear EGM,**

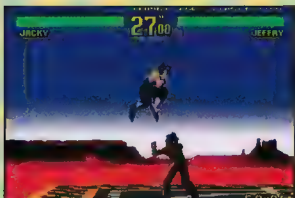
I would like to applaud Sony (I know, I know... "it's soooooo great!!" "schmoozing sound here") for their entrance into

the console gaming market. I purchased my PlayStation the first day it was available and haven't regretted the hole in my wallet since. It's a damn fine machine that has *unbelievable* promise and should provide a myriad of gaming possibilities for the home market.

At this point, I would like to offer a loud "You Blew It!" to Sega. Saturn? More like Jaguar. There's nothing wrong with its marketing strategy, other than, oh yeah, uh...what are we gonna put in this thing? They release the thing in May with four or five titles available. Okay! It's October and there are...eight. Whoa Mamma! I personally think that they picked a poor game to launch with the console. VF just isn't going to draw the interest (or the bucks) like any of the MK games. They should have waited for the third-party developers to finish with more titles before going to market. (I know some of you are saying, "Duh!?! No kidding!" and I'm certain some of those individuals are [were] wearing white shirts at Sega.) I would wager that a great many PlayStation were purchased with the knowledge of a near-perfect translation of MK3 looming for that system (but this is just speculation on my part).

Lastly, I'd like to comment on Nintendo's wait-and-see-what-the-other-guy's-got policy. While it may have worked for them in the 16-Bit wars with Sega, I believe it will bite them in the end with Sony...but that's a topic for another letter.

**Gregory Nelson**  
via the Internet



• Players on the Net say that the Saturn can display more polygons than the PlayStation.



• Nintendo's wait-and-see policy might've worked with Sega, but will it work with Sony?

COMING DECEMBER 1, 1995! THE ALL-NEW NUKE INTERNET SITE!

# NUKE<sup>SM</sup>

## InterNETWORK

VIDEO GAMES • COMPUTER GAMING • MOVIES • TELEVISION • COLLECTIBLES

**ALL-NEW LOOK!**

Check Out These New  
Features On NUKE...

**ALL-NEW CONTENT!**

**IWAVE AUDIO** - THE INTERNET EXPLODES  
WITH SOUND, INTERVIEWS AND MORE!

**FALLOUT BBS** - TELL IT LIKE IT IS TO  
HUNDREDS OF THOUSANDS!

**ALL NEW INTERNET  
'CHANNELS'** - MORE THAN 4,000  
PAGES OF INFO ONLINE!

**EXCLUSIVE REVIEWS OF THE  
LATEST GAMES INCLUDING  
LOADED AND TWISTED METAL!**

**ALL THIS AND MORE!**

**COMING TO THE INTER**

**<http://www.nuke.com>**



# PLUS:

Check Out NUKE's

## EXCLUSIVE PREVIEW of

Nintendo's

## ULTRA 64

STRAIGHT

## FROM JAPAN!

DECEMBER 1, 1995!

Specs!  
Game Previews!  
Video Clips!  
Plus More!

ONLINE IN DECEMBER  
**ON NUKE:**

Be sure to log onto NUKE in  
December for VIP access to these  
incredible events:



REGISTER  
TO WIN A  
PSX

### ALL MONTH:

Register to NUKE and you could  
score a NEW Sony PSX™ game  
system and games!

### EXCLUSIVE IWAVE INTERVIEW WITH TOM ZITO!

The head honcho of Digital Pictures  
gives his opinion on the future of  
gaming, full-motion video, new  
systems and more!

### THE LATEST ON 3DO's M2

The very latest  
updates, pictures  
and the inside scoop  
on where 3DO is  
going in the future!

# NET DECEMBER 1st

GET THE LATEST VIDEO GAME INFO, EXCLUSIVE  
REVIEWS AND NEW FEATURES ON THE BEST GAMES!  
HUNDREDS OF REVIEWS, TIPS AND MORE!

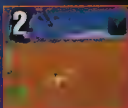


# EGM's TOP TENS

## EGM EDITORS



1  
Twisted Metal  
PlayStation • SCE



2  
Warhawk  
PlayStation • SCE



3  
Loaded  
PlayStation • Interplay



4  
Captain Quazar  
300 • Studio 300



5  
Wolfenstein 3D  
300 • Interplay



6  
Sega Rally  
Saturn • Sega



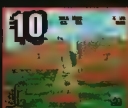
7  
Donkey Kong Country 2  
Super NES • Nintendo



8  
Vectorman  
Genesis • Sega



9  
Chrono Trigger  
Super NES • Square Soft



10  
Bug!  
Saturn • Sega

What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and you—the wired-in readers of the biggest and best video game magazine on the face of the planet!

## EGM READERS



1  
BA: Teshinden  
PlayStation • Takara



2  
Ridge Racer  
PlayStation • Namco



3  
Chrono Trigger  
Super NES • Square Soft



4  
NBA Jam: TE  
PlayStation • Acclaim



5  
Madden '96  
Genesis • Electronic Arts



6  
Killer Instinct  
Super NES • Nintendo



7  
VF Remix  
Saturn • Sega



8  
Slam n' Jam '95  
300 • Crystal Dynamics



9  
World Heroes Perfect  
Neo-Geo • SNK



10  
Daytona USA  
Saturn • Sega

## Keep Your Carts

### Dear EGM,

I figured that since I was going to buy an Ultra 64 that I would no longer need my Genesis, until I saw something in your news section: the Sega Nomad. But before I buy it, I need to know a few things. First, will the graphics be the same as a Genesis hooked up to a standard TV or will they be lower quality? Second is the control. Will it be as responsive as the Genesis or will it be slow like Game Gear? These are just some things I would like to know before buying a Nomad. If you have anything you think I should know before purchasing this system, please tell me.

**Christopher Johns  
Houston, TX**

By the time this goes to press, the Nomad should be in stores. The screen of the portable 16-bit powerhouse is high resolution, and unlike the Game Gear, it controls better and has six buttons instead of two. You can still get rid of your Genesis (use it as a planter, bookends or whatever), but if you plan on getting the Nomad, keep the carts.

## Are Carts Dead?

### Dear EGM,

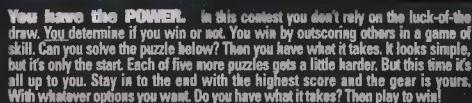
For the past year I have noticed the switch of SNK in producing its new titles in CD formats instead of on cartridges, my guess to cut down on game costs to compete on the market, especially with the new 32-Bit systems arriving and possibly breaking the 330-Meg barrier on its new games. As an owner of the original cartridge-based Neo-Geo unit, am I out of luck for the great new games such as King of Fighters '95 and World Heroes Perfect, which several vendors that I talked to told me that the



• The Nomad can play any Sega Genesis cartridge. Is this the end for Game Gear?

**LET YOUR VOTE BE HEARD!** You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at [www.nuke.com](http://www.nuke.com) on the World Wide Web or just send a postcard with your fave game!

OVER \$20,000<sup>00</sup>  
IN PRIZES!



**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

	H					MYSTERY WORD
		E				
P	I	N	C	H	W	
	R					
S						

PINCH .....W PRESS.....K BLAST .....A WRECK.....D  
BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V  
STOMP.....T STAND.....R PRESS.....E DREAM.....O  
CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

**WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT**

**SEND CASH, M.O., OR CHECK TO:  
PANDEMONIUM, P.O. BOX 26247  
MINNEAPOLIS, MN 55426-0247**

**VOID WHERE PROHIBITED • ENTRY DEADLINE POSTMARKED BY FEB. 17TH, 1996 • ENTRY FEE MUST BE INCLUDED**  
Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges' decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the U.S. its territories and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S. Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies as who, a conc with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.

## CLIP AND MAIL

# PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Sean Salisbury with a tempting offer to join a roach-worshipping temple.

Dear **EGM** (except Andrew Baran),

I, High Priest of the Temple of the

210,791<sup>st</sup> Coming of the Great Warrior Cockroach

Bob, have decided to bestow on the entire **EGM** staff (except that Baran fellow) an offer to join our most sacred temple. As members, you would have to obey our rules, of course. You'd have to attend the daily roach-worship sessions, and pray to the living saint, Leonardo DiCaprio at least once a week.

Every day we gather in the courtyard and spend several hours listening to Nine Inch Nails contemplating the connection between Trent Reznor and our savior, Bob. We then retire to our personal suites at the Ramada for some marathon sessions of Chrono Trigger. After that, we all go to our private movie house to screen several anime films. Then we have Italian food for dinner and fight crime...damn! I blew my cover. It's really me, Captain Calzone again. I really must admit to being ashamed by my actions here, but I need a new **EGM** T-shirt and the only way I could get one is to write in again, but I doubted that you'd print two letters from the same food-based superhero, so I lied. I'm so sorry, it's so unsuperheroic and I don't know how I'll explain it to Sheep Boy. You see, it's his birthday in a few weeks and I don't have a thing to give him. Money's been tight in the superhero business lately and I was hoping you'd come through again for an old friend. All poor Sheep Boy wants in this whole world is a brand-spanking-new **EGM** In Your Face T-shirt. Please come through for me and I can assure you the world will be a safer place since a happy sidekick is a productive sidekick.

In case you are wondering about Artichoke Lad, well he's on special assignment and I can't talk about it now, but suffice to say that the people at Sony just might suddenly decide to give Polygon Man his job back. We superheroes stick together.

That just about wraps it up as I think I hear the Human Cow at the door...

Super heroically (and a bit sheepishly),  
Captain Calzone

P.S. Contrary to published reports, Barney is not dead and is living in a secret hideout in the Alps plotting his revenge.

You are a  
true Psycho, Sean.  
Your T-Shirt is in  
the mail.

I'm not a virgin, but I  
play one on TV!

How much for you  
little girls?

## Are Carts Dead? (cont.)

new titles are only available on CD? I am a loyal subscriber of **EGM**. How come I was never informed of this permanent switch? Have I missed an article or possibly skipped an issue? Naw...

Seth McGeary  
Springfield, IL

No, you did not skip an issue or miss an article, you were misinformed. The vendors you spoke with were wrong. According to SNK, all arcade games will be made and distributed in this order: arcade, cartridge and lastly, CD. Certain games not made specifically for the arcade might go directly to CD, but all arcade games will go to cartridge. When you purchase you K of F '95 or World Heroes Perfect, tell the vendors they were wrong and put them in a choke hold until they say they were sorry for misinforming you.

## DID COMPANIES FORGET 3DO OWNERS?

Dear **EGM**,

I am an avid sports game fan. I'm a 27-year-old computer specialist who enjoys embarrassing my friends and co-workers in both computer sports games and on my console at home. I own a Panasonic 3DO system and I am wondering: Why is it that there are not more sports titles for the 3DO? I have Slam & Jam '95 (excellent), FIFA '95, and John Madden Football. Crystal Dynamics is advertising what is the most visually spectacular baseball game I have ever seen, based on still shots. EA Sports has brought out upgrades of Madden and FIFA, and has hockey, college football, etc. for other consoles, but not the 3DO. Has the software companies given up on the 3DO?

Prasad Doddanna  
via the Internet

There is good news, Prasad. Electronic Arts is currently working on Foes of Ali and NHL '96 for the 3DO platform. Digital Pictures is also

# GOLDENEYE

JAMES BOND IS BACK! RESERVE YOUR COPY OF THE

# ONLY \$4.99

(plus S&H)

OFFICIAL GOLDENEYE COLLECTOR'S MAGAZINE NOW!



The most explosive James Bond film ever is captured in its very own magazine! With exclusive interviews, strictly classified behind-the-scenes footage and mind-blowing FX secrets, don't hesitate! Use the coupon below to reserve your copy of the *Official GoldenEye Collector's Magazine*!

## SEND MY OFFICIAL GOLDENEYE MAGAZINE NOW!

This season's most explosive film becomes the hottest magazine! Act now to reserve your copy of the Official GoldenEye Collector's Magazine for only \$4.99 (plus \$2.01 shipping and handling)!

Send payment (\$7.00) to: GOLDENEYE, P.O. Box 1733 Lombard, IL 60148

Order  
GoldenEye  
Now!

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ ZIP \_\_\_\_\_  
E-Mail Address \_\_\_\_\_

For Credit Card Orders, Call:

**1-800-846-8503**

ACT NOW! Make check or money order payable to Sendas Publishing Group, Inc. Offer limited to U.S. Due to overwhelming demand, all orders must be prepaid. Any/all checks or money orders (\$7.95 per issue) must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your copy.

HEMM

## ACT NOW!

To receive  
**GOLDENEYE!**

© EON PRODUCTIONS LTD. MAC B INC. 1995  
© DANJAQ INC. & UNITED ARTISTS CORPORATION 1995

## DID COMPANIES FORGET 3DO OWNERS? (cont.)

working on a sports title called Quarterback Attack. So don't worry, companies did not forget about all the 3DO wonders out there.

## IS THERE A MCGYVER IN THE HOUSE?

Dear EGM,

This is my first ever e-mail to your mag. With the inevitability of high-tech gaming consoles making the 16-Bit platforms outdated, many gamers (myself included) are concerned about dwindling support for the Super NES and Genesis. In particular, I have been on the lookout for a Super NES game converter, that would allow old 8-Bit games to be played on the 16-Bit console. I would like a converter since my 8-Bit console is all but destroyed. Following your mag's advice, I bought an RGB cable from Redmond Cable Company for my Super NES (a very worthwhile purchase) along with the Commodore monitor. If there were a converter available, I could play 8-Bit games in RGB Mode! I remember seeing

a short article about such a converter in **EGM** but have not seen its appearance in stores. With the lack of developers' support for the Super NES, I don't foresee such a converter being released in the future. So, my main question is: Has such a peripheral ever been available to the public? If so, which company makes it and what's their phone number?

Thomas Jones  
Boston, MA

There once was a company that developed a converter to play NES games on Super NES, but due to lack of public interest in the product, it never made it to the store shelves. But look on the bright side, if you're friends with McGyver, I'm sure he could make one with dish soap and a gum wrapper.

## WHAT'S THE DEAL WITH THE M2?

Dear EGM,

I've recently read that the support for 3DO has gone down a lot in the past year. I am considering buying a 3DO and M2 and I want to know if they will have a lot of third-party support. Do companies like Konami, Capcom, Accolade, Acclaim, etc., plan to

support it? Also, I realize that companies who support 3DO like EA support it but don't put out very many games like they do for Genesis and Super NES. Is the M2 gonna have support from large companies or are they going to stick to the Nintendo, Sony and Sega? Also, do you know how much the add-on is going to cost? I've heard \$200, but then I've also heard \$300. How much will the stand-alone cost (the one with both the 3DO and M2 combined)?

Shane Miller  
via the Internet

Unconfirmed reports say that there is not a lot of third-party support yet for the M2. Speaking speculatively, the pricing of the M2 add-on will be anywhere from \$189-249 and the stand-alone will be somewhat higher. The reason it will be so cheap is the fact that it will be going head to head against Nintendo's Ultra 64. Overall, who knows what the plans are for the M2. Only time will tell.

.....  
This month's letters section has been completed by Roach Desmond. The letters you see here are indeed actual. You would be surprised at what gets sent to us. Please refrain from sending us animals, live or dead. Also, money sent to our staff is greatly appreciated. Keep it in small unmarked bills....

## EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You a Immortal!

Put your creative skills to the test by designing out a plain #10 envelope (the long business type) with your own unique touch. Send your letter-art to: EGM Letter Art, 1920 Highway Ave., Suite 222, Lombard, IL 60148.



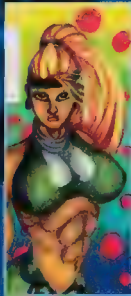
Christopher Walls-Athens, GA



Edwin Rodriguez  
Pasadena, CA



Scott McMahon  
Creston-at-Hudson, NY



Rich Pender  
Melville, IL



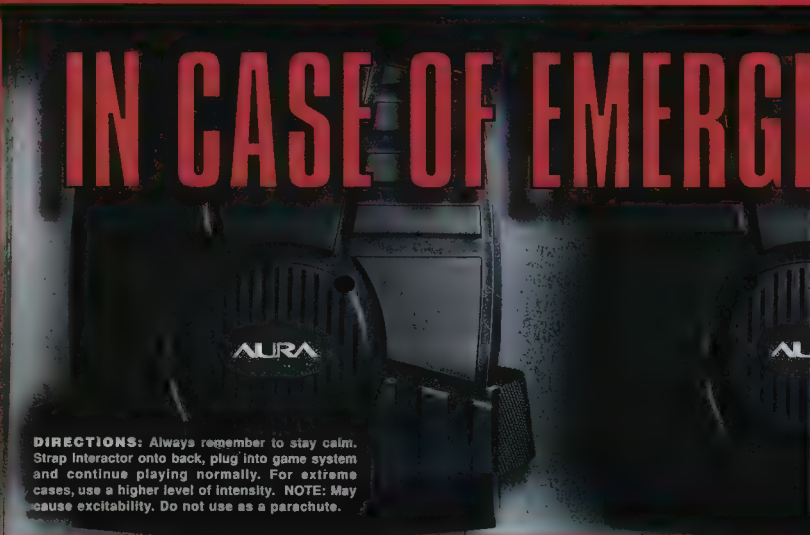
Garrah Cattelion  
Yorba Linda, CA

## WINNER!

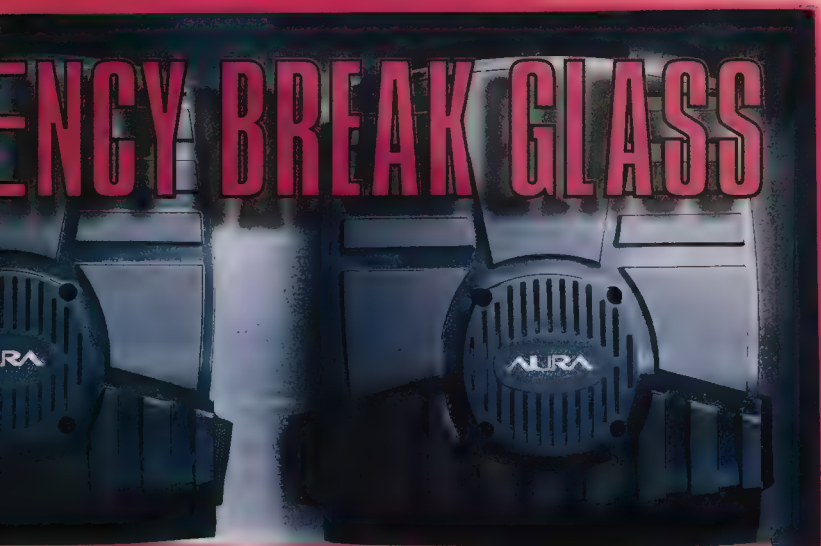
This killer compilation of fighters was brought to us by Ryan Markley of St. Paul, MN. Nice artwork. Your prize is on its way home!



# IN CASE OF EMERGENCY



**DIRECTIONS:** Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. **NOTE:** May cause excitability. Do not use as a parachute.



The way it lets you feel all the action, the Interactor might just save you from a life of video game boredom.

**AURA**  
**INTERACTOR**

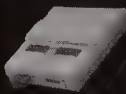
# GAMES OFF

PHONE ORDERS CALL:  
(213) 724-5733

FREE UPS SHIPPING GAMES ONLY / 2 GAME LIMIT.

## SUPER NINTENDO

AVAILABLE UNTIL 12/31/91



BIG SKY TROOPER  
CASTLEMANIA  
CHRONOS TRIGGER  
CAPT. COMMANDO  
DOOM  
EXOSQUAD  
GREEN LANTERN

LOONEY TUNES B-BALL  
MORTAL KOMBAT III  
NFL QB CLUB '96  
PHANTASY STAR IV  
SCORBY DOO  
SECRET OF EVERMORE  
SPAWN  
SUPER BOWL III  
SUPER TURRICAN 2  
SYNDICATE  
VENOM SPIDERMAN  
WATERWORLD  
WAYNE GRETSKY  
YOSHIS ISLAND  
ZOO

## GENESIS

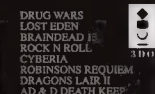
AVAILABLE UNTIL 12/31/91

FLIMSTONES  
LIGHT CRUISER  
MORTAL KOMBAT II  
NFL QB CLUB '96  
PHANTASY STAR IV  
POWER RANGERS MOVIE  
REN & STIMPY  
RISTAR  
SCAVENGER 4  
SUPER BOWL III  
VECTOR MAN  
VENOM SPIDERMAN  
WATERWORLD  
X-MEN 2  
ZOO

ADDAMS FAMILY VALUES  
AHH REAL MONSTERS  
BEYOND ZERO TOLERANCE  
BREATH OF FIRE  
CLIFFHANGER  
EARTHWORM JIM  
ECCO JR.  
EXOSQUAD



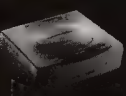
BLADEFORCE  
KILLING TIME  
DRAGON LORE  
DRAGON B LEE  
SPACE HULK  
LAST BOUNTY HUNTER  
11TH HOUR  
CREATURE SHOCK



DRUG WARS  
LOST EDEN  
BRAINDEAD II  
ROCK N ROLL  
CYBERIA  
ROBINSONS REQUIEM  
DRAGONS LAIR II  
AD & D DEATH KEEP  
POE OF ALL  
VARNAS FORCES  
C2: JUDGEMENT CLAY  
LOST EDEN  
RETURN TO ZORK  
NHL '96  
SHOCKWAVE 2  
DEADLY SKIES  
FLYING NIGHTMARES

## SEGA SATURN

AVAILABLE UNTIL 12/31/91



BUG  
ASTAL  
CLACKWORK KNIGHT  
PANTHER DRAGON  
MYST  
VIRTUA RACING  
PRIME TIME NFL FB  
SHINOBI LEGIONS

NBA JAM TE  
MORTAL KOMBAT 2  
PARODIUS  
STREET FIGHTER THE MOVIE  
SAMURAI 2000 IV  
RAYMAN  
DARK LEGEND  
ROMANCE 3 KINGDOMS  
BLACKFIRE  
RETURN TO ZORK  
HIGH VELOCITY  
ZOO  
CYBERSLED  
NFL ALL STAR HOCKEY  
HI-OCTANE



MORTAL KOMBAT  
DARK STALKERS  
DARK LEGEND  
BLACKFIRE  
METAL JACKET  
NFL '96  
TWISTED METAL  
WIREOUT

MADDEN NFL '96  
RETURN ZORK  
TEKKEN  
WARHAMMER  
RAVEN PROJECT  
RIPPER SOCCER '96  
PANZER GENERAL  
ROAD RASH  
ASSAULT RIGS  
PHILLOSOPHY  
REVOLUTION X  
DESTRUCTION DERBY  
KRAZY IVAN  
WARHAWK  
MAGIC CARPET  
VIEWPOINT  
SYNDICATE WARS

CALL FOR ANY  
GAMES NOT  
LISTED. WE  
CARRY A LARGE  
SELECTION OF  
USED  
AMERICAN &  
JAPANESE  
GAMES. CALL  
(213) 724-5733



FATAL FURY 3  
KABUKI CLASH  
KING OF FIGHTERS '95  
FURY  
WORLD HEROES 2 PERFECT  
SAMURAI SHODOWN  
SAMURAI SHODOWN 2  
SUPER SIDERICK X

2327 S. GARFIELD AVE.,  
MONTEREY PARK, CA 91754

COD/CREDIT CARD ORDERS ACCEPTED  
SEND FOR OUR NEW CATALOG.  
WE WILL BEAT ANY ADVERTISED PRICE.

WE BUY / SELL / NEW / USED / JAPANESE  
& AMERICANS GAMES & SYSTEMS!

# ADVERTISER INDEX

Acclaim	7,59,221,223
Activision	33,53
American Softworks Corp.	129
American Technos, Inc.	143
Any Channel	257
ASCII Entertainment	43,54-55
Atari Corporation	92-93
Altus	72-73
Aura	248-249
Bandai America, Inc.	46
Blockbuster	21
BRE Software	251
Capcom	165,173,181
Chips & Bits	260
Crystal Dynamics	127
	9-9,34,118
	117,157,187
Digital Pictures	197
Domarc Interactive	71,125
Donuss Trading Cards	38-39
Electronic Arts	139
	79-79,86
	87,166
	167,210-211
	233-235
Electronics Boutique	94-95
Flier Corp.	153,183,229
Game Express, Inc.	252
Gamestuff	255
IBM Corporation	250
Interact Accessories, Inc.	141
Interplay	258-259
Japan Video Games	191,193
JVC Game Division	256
	169,213,225
	227

Kemco America, Inc.	178-179
Koei	47
Konami	29,115
LucasArts Entertainment Co.	27,159
Maxis	69
Microprose	113
Mindscape, Inc.	177
Namco	16-17,88
	89,144-145
Natsume	215
Nintendo of America	2-3,49,56-57
Panasonic	60,61,63
Pandemonium, Inc.	243
Pioneer Entertainment	189
Playmates Interactive Entertainment	133,175
Psychon	135,137
Ready Soft, Inc.	231
Sega of America	84-85
Sony Computer Entertainment	14-15,104
	VIEWPOINT
Square Soft, Inc.	4-5,30-31
Strategic Simulations	177
Tecmo	217
THQ, Inc.	155-219
Time Warner Interactive	157
Turbo Zone	199
Ubi Soft	161
U.S. Gold	184-185
Williams Entertainment	23,111,203
Vict Tokai, Inc.	109,207,208
	209
Virgin Games	123
Williams Entertainment	25,51,201
World International Trading	253
World of Games	254

## DISTRIBUTED BY WARNER PUBLISHING SERVICES, INC.

Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Lombard IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: \$28.95, Canada and Mexico: \$40.95, and all others: \$100.00. Single issue rates: \$4.99. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of the publisher. Copyright © 1995, Sendai Publishing Group, Inc. All rights reserved. TM and © for all products and the characters contained therein are owned by the respective trademark and copyright holders. EGM is a registered trademarks of Sendai Publishing Group, Inc. Electronic Gaming Monthly and Sendai Media Group are trademarks of Sendai Publishing Group, Inc. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.



Audit Bureau of Circulations



[illegible]

<b>Y</b>	<b>SUPER NES</b>	10 Yard Fight	\$5	<b>NINTENDO</b>
		1942	5	
		1943	5	
		720	5	

1	John Dwyer	8	Sup	Circle 8	855	Adrian	Family	5	Double
2	Juniper Cook	9	Sup	Edie Green	49	Ad	By-Bi	25	Double
3	Justin Chan	10	Sup	Edie Green	49	Ad	By-Bi	25	Double
4	Justin Chan	11	Sup	Edie Green	49	Ad	By-Bi	25	Double
5	Justin Chan	12	Sup	Edie Green	49	Ad	By-Bi	25	Double
6	Justin Chan	13	Sup	Edie Green	49	Ad	By-Bi	25	Double
7	Justin Chan	14	Sup	Edie Green	49	Ad	By-Bi	25	Double
8	Justin Chan	15	Sup	Edie Green	49	Ad	By-Bi	25	Double
9	Justin Chan	16	Sup	Edie Green	49	Ad	By-Bi	25	Double
10	Justin Chan	17	Sup	Edie Green	49	Ad	By-Bi	25	Double
11	Justin Chan	18	Sup	Edie Green	49	Ad	By-Bi	25	Double
12	Justin Chan	19	Sup	Edie Green	49	Ad	By-Bi	25	Double
13	Justin Chan	20	Sup	Edie Green	49	Ad	By-Bi	25	Double
14	Justin Chan	21	Sup	Edie Green	49	Ad	By-Bi	25	Double
15	Justin Chan	22	Sup	Edie Green	49	Ad	By-Bi	25	Double
16	Justin Chan	23	Sup	Edie Green	49	Ad	By-Bi	25	Double
17	Justin Chan	24	Sup	Edie Green	49	Ad	By-Bi	25	Double
18	Justin Chan	25	Sup	Edie Green	49	Ad	By-Bi	25	Double
19	Justin Chan	26	Sup	Edie Green	49	Ad	By-Bi	25	Double
20	Justin Chan	27	Sup	Edie Green	49	Ad	By-Bi	25	Double
21	Justin Chan	28	Sup	Edie Green	49	Ad	By-Bi	25	Double
22	Justin Chan	29	Sup	Edie Green	49	Ad	By-Bi	25	Double
23	Justin Chan	30	Sup	Edie Green	49	Ad	By-Bi	25	Double
24	Justin Chan	31	Sup	Edie Green	49	Ad	By-Bi	25	Double
25	Justin Chan	32	Sup	Edie Green	49	Ad	By-Bi	25	Double
26	Justin Chan	33	Sup	Edie Green	49	Ad	By-Bi	25	Double
27	Justin Chan	34	Sup	Edie Green	49	Ad	By-Bi	25	Double
28	Justin Chan	35	Sup	Edie Green	49	Ad	By-Bi	25	Double
29	Justin Chan	36	Sup	Edie Green	49	Ad	By-Bi	25	Double
30	Justin Chan	37	Sup	Edie Green	49	Ad	By-Bi	25	Double
31	Justin Chan	38	Sup	Edie Green	49	Ad	By-Bi	25	Double
32	Justin Chan	39	Sup	Edie Green	49	Ad	By-Bi	25	Double
33	Justin Chan	40	Sup	Edie Green	49	Ad	By-Bi	25	Double
34	Justin Chan	41	Sup	Edie Green	49	Ad	By-Bi	25	Double
35	Justin Chan	42	Sup	Edie Green	49	Ad	By-Bi	25	Double
36	Justin Chan	43	Sup	Edie Green	49	Ad	By-Bi	25	Double
37	Justin Chan	44	Sup	Edie Green	49	Ad	By-Bi	25	Double
38	Justin Chan	45	Sup	Edie Green	49	Ad	By-Bi	25	Double
39	Justin Chan	46	Sup	Edie Green	49	Ad	By-Bi	25	Double
40	Justin Chan	47	Sup	Edie Green	49	Ad	By-Bi	25	Double
41	Justin Chan	48	Sup	Edie Green	49	Ad	By-Bi	25	Double
42	Justin Chan	49	Sup	Edie Green	49	Ad	By-Bi	25	Double
43	Justin Chan	50	Sup	Edie Green	49	Ad	By-Bi	25	Double
44	Justin Chan	51	Sup	Edie Green	49	Ad	By-Bi	25	Double
45	Justin Chan	52	Sup	Edie Green	49	Ad	By-Bi	25	Double
46	Justin Chan	53	Sup	Edie Green	49	Ad	By-Bi	25	Double
47	Justin Chan	54	Sup	Edie Green	49	Ad	By-Bi	25	Double
48	Justin Chan	55	Sup	Edie Green	49	Ad	By-Bi	25	Double
49	Justin Chan	56	Sup	Edie Green	49	Ad	By-Bi	25	Double
50	Justin Chan	57	Sup	Edie Green	49	Ad	By-Bi	25	Double
51	Justin Chan	58	Sup	Edie Green	49	Ad	By-Bi	25	Double
52	Justin Chan	59	Sup	Edie Green	49	Ad	By-Bi	25	Double
53	Justin Chan	60	Sup	Edie Green	49	Ad	By-Bi	25	Double
54	Justin Chan	61	Sup	Edie Green	49	Ad	By-Bi	25	Double
55	Justin Chan	62	Sup	Edie Green	49	Ad	By-Bi	25	Double
56	Justin Chan	63	Sup	Edie Green	49	Ad	By-Bi	25	Double
57	Justin Chan	64	Sup	Edie Green	49	Ad	By-Bi	25	Double
58	Justin Chan	65	Sup	Edie Green	49	Ad	By-Bi	25	Double
59	Justin Chan	66	Sup	Edie Green	49	Ad	By-Bi	25	Double
60	Justin Chan	67	Sup	Edie Green	49	Ad	By-Bi	25	Double
61	Justin Chan	68	Sup	Edie Green	49	Ad	By-Bi	25	Double
62	Justin Chan	69	Sup	Edie Green	49	Ad	By-Bi	25	Double
63	Justin Chan	70	Sup	Edie Green	49	Ad	By-Bi	25	Double
64	Justin Chan	71	Sup	Edie Green	49	Ad	By-Bi	25	Double
65	Justin Chan	72	Sup	Edie Green	49	Ad	By-Bi	25	Double
66	Justin Chan	73	Sup	Edie Green	49	Ad	By-Bi	25	Double
67	Justin Chan	74	Sup	Edie Green	49	Ad	By-Bi	25	Double
68	Justin Chan	75	Sup	Edie Green	49	Ad	By-Bi	25	Double
69	Justin Chan	76	Sup	Edie Green	49	Ad	By-Bi	25	Double
70	Justin Chan	77	Sup	Edie Green	49	Ad	By-Bi	25	Double
71	Justin Chan	78	Sup	Edie Green	49	Ad	By-Bi	25	Double
72	Justin Chan	79	Sup	Edie Green	49	Ad	By-Bi	25	Double
73	Justin Chan	80	Sup	Edie Green	49	Ad	By-Bi	25	Double
74	Justin Chan	81	Sup	Edie Green	49	Ad	By-Bi	25	Double
75	Justin Chan	82	Sup	Edie Green	49	Ad	By-Bi	25	Double
76	Justin Chan	83	Sup	Edie Green	49	Ad	By-Bi	25	Double
77	Justin Chan	84	Sup	Edie Green	49	Ad	By-Bi	25	Double
78	Justin Chan	85	Sup	Edie Green	49	Ad	By-Bi	25	Double
79	Justin Chan	86	Sup	Edie Green	49	Ad	By-Bi	25	Double
80	Justin Chan	87	Sup	Edie Green	49	Ad	By-Bi	25	Double
81	Justin Chan	88	Sup	Edie Green	49	Ad	By-Bi	25	Double
82	Justin Chan	89	Sup	Edie Green	49	Ad	By-Bi	25	Double
83	Justin Chan	90	Sup	Edie Green	49	Ad	By-Bi	25	Double
84	Justin Chan	91	Sup	Edie Green	49	Ad	By-Bi	25	Double
85	Justin Chan	92	Sup	Edie Green	49	Ad	By-Bi	25	Double
86	Justin Chan	93	Sup	Edie Green	49	Ad	By-Bi	25	Double
87	Justin Chan	94	Sup	Edie Green	49	Ad	By-Bi	25	Double
88	Justin Chan	95	Sup	Edie Green	49	Ad	By-Bi	25	Double
89	Justin Chan	96	Sup	Edie Green	49	Ad	By-Bi	25	Double
90	Justin Chan	97	Sup	Edie Green	49	Ad	By-Bi	25	Double
91	Justin Chan	98	Sup	Edie Green	49	Ad	By-Bi	25	Double
92	Justin Chan	99	Sup	Edie Green	49	Ad	By-Bi	25	Double
93	Justin Chan	100	Sup	Edie Green	49	Ad	By-Bi	25	Double
94	Justin Chan	101	Sup	Edie Green	49	Ad	By-Bi	25	Double
95	Justin Chan	102	Sup	Edie Green	49	Ad	By-Bi	25	Double
96	Justin Chan	103	Sup	Edie Green	49	Ad	By-Bi	25	Double
97	Justin Chan	104	Sup	Edie Green	49	Ad	By-Bi	25	Double
98	Justin Chan	105	Sup	Edie Green	49	Ad	By-Bi	25	Double
99	Justin Chan	106	Sup	Edie Green	49	Ad	By-Bi	25	Double
100	Justin Chan	107	Sup	Edie Green	49	Ad	By-Bi	25	Double
101	Justin Chan	108	Sup	Edie Green	49	Ad	By-Bi	25	Double
102	Justin Chan	109	Sup	Edie Green	49	Ad	By-Bi	25	Double
103	Justin Chan	110	Sup	Edie Green	49	Ad	By-Bi	25	Double
104	Justin Chan	111	Sup	Edie Green	49	Ad	By-Bi	25	Double
105	Justin Chan	112	Sup	Edie Green	49	Ad	By-Bi	25	Double
106	Justin Chan	113	Sup	Edie Green	49	Ad	By-Bi	25	Double
107	Justin Chan	114	Sup	Edie Green	49	Ad	By-Bi	25	Double
108	Justin Chan	115	Sup	Edie Green	49	Ad	By-Bi	25	Double
109	Justin Chan	116	Sup	Edie Green	49	Ad	By-Bi	25	Double
110	Justin Chan	117	Sup	Edie Green	49	Ad	By-Bi	25	Double
111	Justin Chan	118	Sup	Edie Green	49	Ad	By-Bi	25	Double
112	Justin Chan	119	Sup	Edie Green	49	Ad	By-Bi	25	Double
113	Justin Chan	120	Sup	Edie Green	49	Ad	By-Bi	25	Double
114	Justin Chan	121	Sup	Edie Green	49	Ad	By-Bi	25	Double
115	Justin Chan	122	Sup	Edie Green	49	Ad	By-Bi	25	Double
116	Justin Chan	123	Sup	Edie Green	49	Ad	By-Bi	25	Double
117	Justin Chan	124	Sup	Edie Green	49	Ad	By-Bi	25	Double
118	Justin Chan	125	Sup	Edie Green	49	Ad	By-Bi	25	Double
119	Justin Chan	126	Sup	Edie Green	49	Ad	By-Bi	25	Double
120	Justin Chan	127	Sup	Edie Green	49	Ad	By-Bi	25	Double
121	Justin Chan	128	Sup	Edie Green	49	Ad	By-Bi	25	Double
122	Justin Chan	129	Sup	Edie Green	49	Ad	By-Bi	25	Double
123	Justin Chan	130	Sup	Edie Green	49	Ad	By-Bi	25	Double
124	Justin Chan	131	Sup	Edie Green	49	Ad	By-Bi	25	Double
125	Justin Chan	132	Sup	Edie Green	49	Ad	By-Bi	25	Double
126	Justin Chan	133	Sup	Edie Green	49	Ad	By-Bi	25	Double
127	Justin Chan	134	Sup	Edie Green	49	Ad	By-Bi	25	Double
128	Justin Chan	135	Sup	Edie Green	49	Ad	By-Bi	25	Double
129	Justin Chan	136	Sup	Edie Green	49	Ad	By-Bi	25	Double
130	Justin Chan	137	Sup	Edie Green	49	Ad	By-Bi	25	Double
131	Justin Chan	138	Sup	Edie Green	49	Ad	By-Bi	25	Double
132	Justin Chan	139	Sup	Edie Green	49	Ad	By-Bi	25	Double
133	Justin Chan	140	Sup	Edie Green	49	Ad	By-Bi	25	Double
134	Justin Chan	141	Sup	Edie Green	49	Ad	By-Bi	25	Double
135	Justin Chan	142	Sup	Edie Green	49	Ad	By-Bi	25	Double
136	Justin Chan	143	Sup	Edie Green	49	Ad	By-Bi	25	Double
137	Justin Chan	144	Sup	Edie Green	49	Ad	By-Bi	25	Double
138	Justin Chan	145	Sup	Edie Green	49	Ad	By-Bi	25	Double
139	Justin Chan	146	Sup	Edie Green	49	Ad	By-Bi	25	Double
140	Justin Chan	147	Sup	Edie Green	49	Ad	By-Bi	25	Double
141	Justin Chan	148	Sup	Edie Green	49	Ad	By-Bi	25	Double
142	Justin Chan	149	Sup	Edie Green	49	Ad	By-Bi	25	Double
143	Justin Chan	150	Sup	Edie Green	49	Ad	By-Bi	25	Double
144	Justin Chan	151	Sup	Edie Green	49	Ad	By-Bi	25	Double
145	Justin Chan	152	Sup	Edie Green	49	Ad	By-Bi	25	Double
146	Justin Chan	153	Sup	Edie Green	49	Ad	By-Bi	25	Double
147	Justin Chan	154	Sup	Edie Green	49	Ad	By-Bi	25	Double
148	Justin Chan	155	Sup	Edie Green	49	Ad	By-Bi	25	Double
149	Justin Chan	156	Sup	Edie Green	49	Ad	By-Bi	25	Double
150	Justin Chan	157	Sup	Edie Green	49	Ad	By-Bi	25	Double
151	Justin Chan	158	Sup	Edie Green	49	Ad	By-Bi	25	Double
152	Justin Chan	159	Sup	Edie Green	49	Ad	By-Bi	25	Double
153	Justin Chan	160	Sup	Edie Green	49	Ad	By-Bi	25	Double
154	Justin Chan	161	Sup	Edie Green	49	Ad	By-Bi	25	Double
155	Justin Chan	162	Sup	Edie Green	49	Ad	By-Bi	25	Double
156	Justin Chan	163	Sup	Edie Green	49	Ad	By-Bi	25	Double
157	Justin Chan	164	Sup	Edie Green	49	Ad	By-Bi	25	Double
158	Justin Chan	165	Sup	Edie Green	49	Ad	By-Bi	25	Double
159	Justin Chan	166	Sup	Edie Green	49	Ad	By-Bi	25	Double
160	Justin Chan	167	Sup	Edie Green	49	Ad	By-Bi	25	Double
161	Justin Chan	168	Sup	Edie Green	49	Ad	By-Bi	25	Double
162	Justin Chan	169	Sup	Edie Green	49	Ad	By-Bi	25	Double
163	Justin Chan	170	Sup	Edie Green	49	Ad	By-Bi	25	Double
164	Justin Chan	171	Sup	Edie Green	49	Ad	By-Bi	25	Double
165	Justin Chan	172	Sup	Edie Green	49	Ad	By-Bi	25	Double
166	Justin Chan	173	Sup	Edie Green	49	Ad	By-Bi	25	Double
167	Justin Chan	174	Sup	Edie Green	49	Ad	By-Bi	25	Double
168	Justin Chan	175	Sup	Edie Green	49	Ad	By-Bi		

<b>NINTENDO</b>	Tiger Hall	\$5
	Time Lord	6
	Tiny Toon	15
	Tiny Toons 2	25

85	Kings Beach	85	River Beach	31	Thwitt	9
86	Kings Bay	86	Riverdale	32	Ton & Jerry	9
87	Kings Point	87	Riverdale Park	33	Tony	9
88	Knight	88	River Heights	34	Top Gun	4
89	Knight Park	89	River Ridge	35	Trade & Trade	9
90	Knight Park	90	River Ridge	36	Trade & Trade	9
91	Knight Park	91	River Ridge	37	Trade & Trade	9
92	Knight Park	92	River Ridge	38	Trade & Trade	9
93	Knight Park	93	River Ridge	39	Trade & Trade	9
94	Knight Park	94	River Ridge	40	Trade & Trade	9
95	Knight Park	95	River Ridge	41	Trade & Trade	9
96	Knight Park	96	River Ridge	42	Trade & Trade	9
97	Knight Park	97	River Ridge	43	Trade & Trade	9
98	Knight Park	98	River Ridge	44	Trade & Trade	9
99	Knight Park	99	River Ridge	45	Trade & Trade	9
100	Knight Park	100	River Ridge	46	Trade & Trade	9
101	Knight Park	101	River Ridge	47	Trade & Trade	9
102	Knight Park	102	River Ridge	48	Trade & Trade	9
103	Knight Park	103	River Ridge	49	Trade & Trade	9
104	Knight Park	104	River Ridge	50	Trade & Trade	9
105	Knight Park	105	River Ridge	51	Trade & Trade	9
106	Knight Park	106	River Ridge	52	Trade & Trade	9
107	Knight Park	107	River Ridge	53	Trade & Trade	9
108	Knight Park	108	River Ridge	54	Trade & Trade	9
109	Knight Park	109	River Ridge	55	Trade & Trade	9
110	Knight Park	110	River Ridge	56	Trade & Trade	9
111	Knight Park	111	River Ridge	57	Trade & Trade	9
112	Knight Park	112	River Ridge	58	Trade & Trade	9
113	Knight Park	113	River Ridge	59	Trade & Trade	9
114	Knight Park	114	River Ridge	60	Trade & Trade	9
115	Knight Park	115	River Ridge	61	Trade & Trade	9
116	Knight Park	116	River Ridge	62	Trade & Trade	9
117	Knight Park	117	River Ridge	63	Trade & Trade	9
118	Knight Park	118	River Ridge	64	Trade & Trade	9
119	Knight Park	119	River Ridge	65	Trade & Trade	9
120	Knight Park	120	River Ridge	66	Trade & Trade	9
121	Knight Park	121	River Ridge	67	Trade & Trade	9
122	Knight Park	122	River Ridge	68	Trade & Trade	9
123	Knight Park	123	River Ridge	69	Trade & Trade	9
124	Knight Park	124	River Ridge	70	Trade & Trade	9
125	Knight Park	125	River Ridge	71	Trade & Trade	9
126	Knight Park	126	River Ridge	72	Trade & Trade	9
127	Knight Park	127	River Ridge	73	Trade & Trade	9
128	Knight Park	128	River Ridge	74	Trade & Trade	9
129	Knight Park	129	River Ridge	75	Trade & Trade	9
130	Knight Park	130	River Ridge	76	Trade & Trade	9
131	Knight Park	131	River Ridge	77	Trade & Trade	9
132	Knight Park	132	River Ridge	78	Trade & Trade	9
133	Knight Park	133	River Ridge	79	Trade & Trade	9
134	Knight Park	134	River Ridge	80	Trade & Trade	9
135	Knight Park	135	River Ridge	81	Trade & Trade	9
136	Knight Park	136	River Ridge	82	Trade & Trade	9
137	Knight Park	137	River Ridge	83	Trade & Trade	9
138	Knight Park	138	River Ridge	84	Trade & Trade	9
139	Knight Park	139	River Ridge	85	Trade & Trade	9
140	Knight Park	140	River Ridge	86	Trade & Trade	9
141	Knight Park	141	River Ridge	87	Trade & Trade	9
142	Knight Park	142	River Ridge	88	Trade & Trade	9
143	Knight Park	143	River Ridge	89	Trade & Trade	9
144	Knight Park	144	River Ridge	90	Trade & Trade	9
145	Knight Park	145	River Ridge	91	Trade & Trade	9
146	Knight Park	146	River Ridge	92	Trade & Trade	9
147	Knight Park	147	River Ridge	93	Trade & Trade	9
148	Knight Park	148	River Ridge	94	Trade & Trade	9
149	Knight Park	149	River Ridge	95	Trade & Trade	9
150	Knight Park	150	River Ridge	96	Trade & Trade	9
151	Knight Park	151	River Ridge	97	Trade & Trade	9
152	Knight Park	152	River Ridge	98	Trade & Trade	9
153	Knight Park	153	River Ridge	99	Trade & Trade	9
154	Knight Park	154	River Ridge	100	Trade & Trade	9

155 Kings Beach  
 156 Kings Bay  
 157 Kings Point  
 15

We Accept: **RUSH** 

**DELIVERY!** 

is available on all in-stock items.  
**612-046-8102**

Personal Checks and  
Money Orders Are Also Accepted!

612-946-8102  
CALL FUNCO TODAY!

612-946-8102

**HOLIDAY HOURS:** Mon-Fri 10/30 thru 12/22 7am to 9pm. Saturdays 11/4 thru 12/11 10am to 6pm. Sundays 11/26 thru 12/17 10am to 6pm.

LOOK FOR US ON THE WORLDWIDE WEB  
<http://www.winternet.com/~funco>

Win a \$25.00 **Funco** Gift Certificate!

These Are Partial Lists

More Titles Are Available!

We Also Offer: **Gameboy, Game**


**Gear, Saturn, PlayStation,**

[illegible]

Want Something? Can't Find It?  
We've Got It!

We sell previously played video games

and accessories at great prices.

**Call Funco Today!**  **Contest Rules:** No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to:

December Mail Order Contest, Funco, Inc., 10120 W. 76th Street, Mpls., MN 55344  
All Correct Entries Will Be Entered in a Drawing

**612•946•8102**  *Entries must be postmarked no later than December 30, 1995* **GP**

\_\_\_\_\_

**Your N°1 Source for your US and Imported Japanese Products**

Export worldwide  
Tel : (305) 668.0141  
Fax : (305) 668.0142

100% Check Money Order  
Visa/MC Accepted  
New items shipped same day  
Shipping times may vary  
All sales final  
No shipping/handling  
Please call us 500

World International Trading

**W.I.T**

**Lowest Prices - Best Service**

**Call To Order : (305) 668.0141**

**IMPORTER - DISTRIBUTOR**

Dealers and  
Wholesalers  
Welcome

Export worldwide  
We speak Spanish  
We speak French

**NEW  
ADDRESS**

**NEW  
ADDRESS**

**SATURN - 3DO - JAGUAR - 32 X - PLAYSTATION - SNES - VIRTUAL BOY**

**SONY PLAYSTATION**



**NEW**

**Playstation Games**

TWISTED METAL  
DARK STALKERS  
NHL '96  
3D BASEBALL  
PRIMAL RAGE

KRAZY IVAN  
LOADED  
DOOM  
WARHAWK  
ROAD RASH

**SEGA SATURN**



**NEW**

**SATURN Games**

VIRTUA COP (JPN)  
VIRTUA FIGHTER II (JPN)  
SKELETON WARRIORS  
DEADLY SKIES  
HANG ON VS (JPN)

SOLAR ECLIPSE  
X MEN  
MYSTARIA  
CONGO  
STREET FIGHTER ALPHA

**NEO GEO CD**



**US VERSION**

**NEW**

**NEO GEO CD Games**

• KING OF FIGHTERS '95  
• WORLD HEROS PERFECT  
• GALAXY FIGHT  
• KABUKI FIGHTER  
• SONIC WINGS III  
• SAMOURAI SHODOWN II  
• VIEWPOINT  
• KARNOW'S REVENGE  
• SIDEKICKS III

**PC CD ROM**



**PC CD ROM Games**

• WING COMMANDER 4  
• QUAKE  
• TERRA NOVA  
• DESCENT TO UNDER MOUNTAIN  
• DESCENT 2  
• BATTLE CRUISER 3000  
• TOP GUN FIRE AT WILL  
• WARCRAFT 2  
• ALIENS

**PANASONIC 3DO**



**NEW**

**3DO**

DRAGON LORE  
PHOENIX 3  
BATTLE SPORT

**GOLDSTAR 3DO**



**NEW**

**Games**

PRIMAL RAGE  
NHL 96

**VIRTUAL BOY**



**VIRTUAL BOY Games**

WATER WORLD  
3D BASEBALL  
MARIO CLASH  
TELEBOXER  
RED ALARM  
GALACTIC PINBALL

**SATURN CONVERTER**



**Play Japanese Games on American System and vice versa**

The SEGA SATURN™ Logo is a trademark of SEGA ENTERPRISES LTD

**PSX CONVERTER**



**Play your Japanese Games on your US machine and vice versa**

**ULTRA 64**



**NEW**

**ANIMATED MOVIES**

**SUPER STREET FIGHTER**  
(Japanese version)



DRAGON BALL Z  
STREET FIGHTER II  
RANMA 1/2  
ROBOTCH  
AD POLICE  
DRAGON KNIGHT  
DEVIL HUNTER YOKO  
NEW CUTIE HONEY  
ETC

**SAMURAI SHODOWN**



**FATAL FURY II**



Phone : (305) 668-0141

Fax : (305) 668-0142

**WORLD INTERNATIONAL TRADING**

**NEW ENTRY**

4862 S.W 72<sup>nd</sup> Avenue  
MIAMI, FL, 33155

**NEW ENTRY**

**INSIDE MIAMI**

10 minutes from Miami  
Int'l Airport

# WORLD OF GAMES

17429 Pioneer Blvd.  
Artesia, CA

17358 Colma Rd.  
Rowland Heights, CA

219 S. State College Blvd.  
Anaheim, CA

FOR ORDERS BY MAIL CALL: (310) 860-4235 OR FAX: (310) 924-5300

Address: 17429 Pioneer Blvd., Artesia • California, 90701

VISA, MasterCard Accepted • Overnight Shipping in U.S. \$5.00 Per Order • Hardware Orders Require Additional Shipping Charges • Checks Paid 2 Weeks. Money Order Same as Cash • Detective Game Replicates With Same Title Most Items Shipped Same Day • Price Availability May Change All Sales Are Final. California Residents Add Sales Tax. For merchandise manufacturers warranty applies

WE WILL BEAT ANY COMPETITIVE PRICE

## SONY PLAYSTATION

System + 1 Game	Now	CALL
Control Pad	Now	\$21.99
RFF Adapter	Now	\$27.99
Memory Card	Now	\$23.99
11th Hour Sequel	10-Nov	\$51.99
A Train	2-Nov	\$42.95
Bandwidth 13	7-Nov	\$49.99
Crash Bandicoot	20-Nov	\$56.99
Crocom	1-DEC	\$52.99
Cyber Speed	10-Nov	\$48.99
Cyberball	11-DEC	\$50.99
Dark Hat	DEC	\$50.99
Dark Stallions	Now	\$50.99
Deadly Sikes	Nov	\$51.99
4 Nov	Nov	\$50.99
Destiny Derby	15-Nov	\$67.99
Deon	30-Nov	\$51.99
Dungeon & Dragon	DEC	\$50.99
Fudge to Black	DEC	\$50.99
Fox Hunt	15-Nov	\$51.99
Impact Racing	Nov	\$50.99
Krazy Ivan	Nov	\$50.99
Leadin'	4-DEC	\$50.99
Madden NFL 96	7-DEC	\$54.99
Marital Kombat 3	DEC	\$42.99
NBA Basketball	Now	\$50.99
NFL Full Contact	14-Nov	\$42.99
NFL Gameplay	18-Nov	\$50.99
NFL Quarter Club 96	8-DEC	\$49.99
NHL Hockey	10-Nov	\$50.99
NHL Hockey 96	DEC	\$50.99
Panzer General	1-DEC	\$50.99
Primal Rage	14-Nov	\$50.99
Rampage X	22-Nov	\$49.99
Road Rash	7-DEC	\$50.99
Romance & Kingdom	DEC	\$56.99
Syndicate Wars	DEC	\$50.99
Takken	7-Nov	\$50.99
Tested Metal	15-Nov	\$50.99
War Hawk	6-DEC	\$50.99
Wing Commander 3	6-DEC	\$50.99
Wipe Out	18-Nov	\$52.99

Call for other titles in stock

## GAMEBOY

New Gameboy/Tetris	Now	\$59.99
FIFA Soccer 96	Now	\$29.99
Killer Instinct	13-Nov	\$29.99
Marital Kombat 3	DEC	\$29.99
NBA Live 96	Now	\$29.99
NFL Quarter Club 96	15-Nov	\$29.99
NHL Hockey 96	DEC	\$29.99
PGA Tour 96	3-Nov	\$29.99
Vegas Stakes	13-Nov	\$29.99

Call for other titles in stock

## SUPER NES

Control Set	Now	\$86.99
System + 4 Games	Now	\$129.99
Big Hunt Baseball	17-Nov	\$65.99
Boogerman	27-Nov	\$56.99
Breakthru 2	15-DEC	\$56.99
Dr. Doom	17-Nov	\$55.99
Dynasty Kong 2	4-DEC	\$64.99
Earthworm Jim 2	15-Nov	\$58.99
FIFA Soccer 96	17-Nov	\$54.99
Final Fight 3	16-DEC	\$57.99
Madden NFL 96	10-Nov	\$54.99
Major All Stars	Now	\$26.99
Mega Kart	Now	\$29.99
Mega Man X2	Now	\$39.99
Mega Man X3	15-DEC	\$55.99
Monty Mole	Now	\$59.99
NBA Run and Gun	22-Nov	\$44.99
NFL Quarter Club 96	15-Nov	\$66.99
PGA Tour 96	Nov	\$54.99
PT2 2	20-Nov	\$59.99
Rampage X	22-Nov	\$65.99
Secret of Evermore	Now	\$59.99
Super Turrican 2	20-Nov	\$42.99
Ultimate Soccer	11-Nov	\$58.99
Water World	26-Nov	\$55.99
Wipe Out	15-Nov	\$59.99
WWF Wrestle Arcade	10-Nov	\$69.99

Call for other titles in stock



MADDEN 96  
FOR PSX - DEC. 7  
BY ELECTRONIC ARTS

## FOR GAME BOY



VEGAS STAKES  
BY NINTENDO - NOV. 13



KILLER INSTINCT  
BY NINTENDO - NOV. 7



MARIO LAND  
FOR VIRTUAL BOY - NOV. 20  
BY NINTENDO



DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST  
FOR SUPER NES • BY NINTENDO

OTHER TITLES BY  
ELECTRONIC ARTS  
FADE TO BLACK - DEC.  
MAGIC CARPET - DEC.  
ROAD RASH - DEC. 7  
SYNDICATE WARS - DEC. 7  
WING COMMANDER 3 - DEC. 6



DARK STALKERS  
BY CAPCOM FOR PSX



BREATH OF FIRE 2  
FOR SUPER NES - DEC. 15  
BY CAPCOM

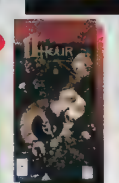


Mega Man X2  
FOR SUPER NES - DEC. 15  
BY CAPCOM



Mega Man X3  
FOR SUPER NES - DEC. 15  
BY CAPCOM

COMING DEC. '96  
FOR SUPER NES



Virtua Fighter 2  
FOR SATURN - DEC. 15  
BY SEGA



Virtua Fighter 2  
FOR SATURN - DEC. 15  
BY SEGA

COMING DEC. '96  
FOR SATURN



Virtua Fighter 2  
FOR SATURN - DEC. 15  
BY SEGA



Virtua Fighter 2  
FOR SATURN - DEC. 15  
BY SEGA

COMING DEC. '96  
FOR SATURN

## SEGA SATURN

Control Set	Now	CALL
Sea & Sky Fighters	Now	\$59.99
Control Pad	Now	\$29.99
Black Fire	Now	\$50.99
Centre Ring Bowling	Nov	\$49.99
Crash Truck	20-Nov	\$56.99
Crashy Chase	Nov	\$51.99
Defcon 5	7-Nov	\$51.99
Dungeon & Dragons	15-Nov	\$51.99
FIFA Soccer 96	5-DEC	\$50.99
Fox Hunt	15-Nov	\$52.99
Green War	21-Nov	\$50.99
Impact Racing	Nov	\$51.99
Magic Carpet	DEC	\$50.99
Marital Kombat 2	22-Nov	\$46.99
Mystical	27-Nov	\$59.99
NFL Jam TE	2-Nov	\$45.99
NFL Full Contact	14-Nov	\$47.99
NFL Quarter Club 96	1-DEC	\$49.99
NHL All Star Hockey	Now	\$54.99
Panorama	Now	\$42.99
Primal Rage	14-Nov	\$49.99
Rally Championship	15-DEC	\$50.99
Street Fighter 2	22-Nov	\$50.99
Swamp Escape	1-Nov	\$50.99
Varmints & Forces	15-DEC	\$50.99
View Point	DEC	\$50.99
Virtua Cop-Shooter Gun	15-DEC	\$65.99
Virtua Fighter 2	15-DEC	\$51.99

Call for other titles in stock

## SEGA 16-BIT

Care System 2	Now	\$69.99
Casting Football 2	10-Nov	\$50.99
Earthworm Jim 2	15-Nov	\$58.99
FIFA Soccer 96	10-Nov	\$53.99
Madden NFL 96	10-Nov	\$52.99
Marital Kombat 3	Now	\$50.99
NBA Live 96	8-Nov	\$52.99
NFL Quarter Club 96	15-Nov	\$62.99
PGA Tour 96	17-Nov	\$52.99
Prime Time NFL Football	17-Nov	\$57.99
Rampage X	22-Nov	\$58.99
Tekken Bowl 3	Now	\$57.99
WWF Wrestle Arcade	10-Nov	\$59.99

Call for other titles in stock

## 3DO

Panasonic 3DO-3 Game	Now	\$294.99
Redefined 3DO-3 Game	Now	\$244.99
3DO Controller 2	Now	\$22.99
Panasonic Controller	Now	\$24.99
11th Hour	Now	\$51.99
Bandwidth 13	Now	\$49.99
Capitan Quazar	DEC	\$54.99
Game Fortresses at Sea	17-Nov	\$50.99
Cyber Dile	10-Nov	\$50.99
Cyberball	11-DEC	\$42.99
Deathtrap AD & D	Now	\$45.99
Forces of Au	Nov	\$50.99
Lost Eden	Now	\$29.99
WWF Wrestle Arcade	11-DEC	\$49.99
Scramble Cobra	17-Nov	\$50.99
Varmints & Forces	15-DEC	\$50.99
Swamp Escape	1-DEC	\$49.99

Call for other titles in stock

## JAGUAR CD

Jaguar System	Now	\$149.99
CD Controller	Now	\$14.99

Call for other titles in stock

## NEO GEO

Soul Star	DEC	\$79.99
King of Fighters 95	Now	\$59.99
Get Gun	Now	\$59.99
States Winner	Now	\$79.99

Call for other games & CD's in stock

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

DAEDALUS ENCOUNTER  
BY PANASONIC

# SUPER NES

For Wholesale and Dealer Inquiries:

CALL **MASCO** E.T. NC.

**310-860-9696**

FAX: 310-924-5300

17421 PIONEER BLVD.  
ARTESIA - LA COUNTY, CA 90701 U.S.A.

All logos and trademarks belong to respective companies

PANASONIC FZ-10

# GAME EXPRESS INC.

OVER 3000 TITLES IN STOCK, LOWEST PRICES, WE CARRY THE HOTTEST TITLES

FOR ORDERING  
(212) 290-0031  
FOR FAX ORDER  
(212) 290-0432

VISIT OUR  
MEGA  
SHOW ROOM  
126-128 W 32nd St.  
NEW YORK, NY 10001  
(Bet. 6th - 7th Ave.)  
1 BLOCK FROM  
MADISON SQUARE  
GARDEN  
Business Hours 8am-7:30pm est  
Monday through Saturday



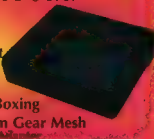
## SONY PLAYSTATION

Power Road • Criticom • NHL Faceoff  
NBA • Ridge Racer • Dragon Ball Z  
Dark Stalker • Mortal Kombat 3  
Metal Jacket • Madden '96  
Gargate • Zero Divide • Wipe Out  
Age Combat • Philoana • Arc the Lad  
Tennis • Total Eclipse Turbo •  
Grand Slam 2 • Pro-Am Basketball



## SEGA SATURN

When War • X-Men •  
V.F. II • Thunderstorm  
Virtual Cops • Magic Carpet  
Sega Rally • Golden Axe  
Movie Card • D's Diner  
SimCity 2000 • King of Boxing  
Fist of North Star • Steam Gear Mesh  
A Information 2000



## NEOGEO/CD

Galaxy Fight • World Hero Perfect  
Liger Sidelick III • Savage Reign  
Metal Fury III • Kabuki Fighting Lore  
Samurai Showdown II • Double Dragon  
King of Fighters '95 • Pulstar  
Cross Swords II • Metal Slug  
Top Hunter • View Point • Sengoku II



## 3DO

Blade Force • D's Diner  
Ballz • Tetsujin Return  
Foes of Ali • NHL '96  
Killing Time • Po'ed  
Pyramid Intruder  
Street Fighter "The Anime"  
Flying Nightmares • Doom  
Primal Rage • Casper • 11th Hour



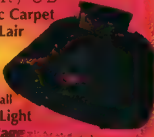
## JAPANIMATION VIDEO

Fatal Fury 3 • Samurai Showdown  
La Blue Girl I & II • M-K Animated  
Panama 1/2 Collector ..... and More!  
Related items  
Street Fighter Keychains  
M7 Toys & T-Shirts & More!



## JAGUAR/CD

Dragons Lair CD • Magic Carpet  
Ultra Vortex • Dragon's Lair  
Battle Morph • Raymen  
Power Drive Rally  
Blue Lightning • Pinball  
Highlander • Jaguar CD-Cali  
Creature Shock • Virtual Light  
Lionel Fighter • Primal Rage



ALL PRICES LISTED BELOW ARE \$19.99 UNLESS OTHERWISE NOTED.

### SUPER NINTENDO

AERO THE ACROBAT  
ADAMS FAMILY VALUES  
RISE OF THE ROBOT \$29.99  
B-1 TYPE III  
T2 - JUDGEMENT DAY  
CLAYMATES  
STREET RACER \$29.99  
LOST VIKING  
R-TYPE III  
MIGHTY MAX  
WOLFENSTEIN  
PILOT WING  
FULL THROTTLE \$29.99  
BASES LOADED II \$24.99  
DAFFY DUCK  
KNIGHTS OF THE ROUND  
BUGS BUNNY RAMPAGE  
NATSUME WRESTLING  
F-ZERO  
RAMMA 1/2  
MARIO IS MISSING  
ROBOCOP III  
SUPER BOWL TECMO  
TUFE E NUFF  
MARIO TIME MACHINE  
MEGA MAN X  
MICKY'S ULTIMATE CHALLENGE  
TINY TOON BUSTER LOOSE  
CYC FIGHTER \$29.99  
CYBERNATOR  
DAFFY DUCK  
ANIMANIACS \$29.99  
BASES LOADED II \$24.99  
CLAY FIGHTER \$29.99  
COOL SPOT  
EMPIRE STRIKE BACK \$29.99  
BARKLEY SHUT & JAM \$29.99  
EQUINOX \$29.99  
FATAL FURY II \$29.99  
MARIO ALL STAR \$29.99  
STUNT RACE FX \$29.99  
POCKY & ROCKY II \$29.99  
RETURN OF JEDI \$29.99  
RAP RAMP \$29.99  
X/MEN \$29.99  
WARIO WOODS \$29.99  
YOSHI COOKIE  
ZELDA \$29.99  
STAR TREK NEXT GEN \$29.99  
WORLD HEROES II \$29.99  
WHEEL OF FORTUNE \$29.99

### SEGA GENESIS

ART OF FIGHTING \$29.99  
SPLATTERHOUSE II  
COLUMNS III  
ALIEN III  
BULL VS. BLAZER  
CONTRA HARD CORPS  
BUBSY II \$24.99  
STAR TREK TNG \$29.99  
DR. ROBOTNIK MACHINE  
E-HOLYFIELD BOXING  
SUBTERRANIA  
SHAQ FU  
KLAX  
VIRTUAL BARTS  
FIFA SOCCER  
TECMO SUPERBOWL  
SHANGHAI II \$29.99  
G-LOC  
REN & STIMPY  
BEAUTY & THE BEAST  
GUNSTAR HEROES  
DOUBLE DRIBBLE  
SPIDERMAN / X-MEN  
AQUATIC GAMES  
DRACULA  
TRIPLE SCORE (3 GAMES IN 1) \$29.99  
MICKY ULTIMATE  
NBA SHOWDOWN 94  
T-2 ARCADE  
SPORT TALK BASEBALL  
ST FIGHTER II  
TOE JAM & EARL II  
WORLD CHAMPION SOCCER II  
WORLD OF ILLUSION  
ECCO THE DOLPHIN II \$29.99  
MICKY MANIA \$29.99  
RBI 94  
SHADOWRUN \$29.99  
WARLOCK \$29.99  
WORLD SERIES 94 \$29.99  
WWF RAW \$29.99  
X BAND MODEM  
ZERO TOLERANCE

### SEGA CD

TOMCAT ALLEY  
REBEL ASSAULT  
BILL WALSH FOOTBALL \$14.99  
SILPHED  
RACING ACES \$14.99  
DRACULA UNLEASHED  
MASKED RIDER  
BRUTAL  
POWER MONSTER  
MIDNIGHT RAIDER  
ECCO DOLPHIN  
BATTLE CORPS  
ESPN NFL  
SOUL STAR  
DUNE  
WORLD CUP SOCCER '94  
JURASSIC PARK  
ANDROID ASSAULT  
CRIME PATROL  
JEOPARDY  
FINAL FIGHT  
ESPN BASEBALL  
MICROCOSM  
NFL FOOTBALL TRIVIA  
FORMULA ONE  
LOADSTAR  
FLASH BACK  
DRACULA II  
ROBO ALESTE \$9.99  
3 NINJA/HOOK (2 GAMES IN 1)  
BATMAN RETURNS  
REVENGE OF NINJA  
MORTAL KOMBAT  
3RD WORLD WAR  
LETHAL ENFORCER I OR II  
SPIDERMAN  
SONIC  
ROAD AVENGER  
3DO  
WHO SHOT JOHNNY  
STELLAR 7  
PATANK  
JURASSIC PARK

### SPECIALS!

SNES/GEN	SAMURAI SHOWDOWN	\$29.99	LION KING	\$19.99
SNES	MEGAMAN X2	\$19.99	STAR TREK	\$29.99
GEN/GEN	MEGA BOMBERMAN	\$29.99	URBAN STRIKE	\$29.99
GEN/GEN	MORTAL KOMBAT II	\$29.99	DOODER MAN	\$29.99
SEGA/CD	ETERNAL CHAMPION	\$29.99	BATMAN & ROBIN	\$29.99

Price and availability are subject to change without notice. We accept VISA, MASTERCARD, AMERICAN EXPRESS, DISCOVER, MONEYORDER, and C.O.D. Allow 10 business days for shipping when paying by personal check. All sales are final, we will only replace defective items within the same title. All trademarks and names are the properties of their respective owners. NY residents add 8.25% sales tax.

# Your #1 Source of American and Japanese Video Games



The  
Perfect  
Place  
to fill  
your  
Christmas  
Gift List!



Sony Playstation



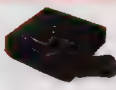
Sega Saturn



Jaguar / CD



Neo Geo CD



32X



3DO

## SONY PLAYSTATION

(Import)  
Toshinden 2  
Street Fighter Zero  
Nichi Butsu Arcade Classics  
Double Dragon  
Horned Owl  
Snatcher  
Kleat the Blood 2  
Ultraman Invader  
Feda Remake  
Ridge Racer Revolution  
All Japan Pro-Wrestling  
Roverthon  
In the Hunt  
Power Instinct 2  
Dragon Ball Z  
Beyond the Beyond  
Twin Bee Deluxe  
Zero Divide  
Boxer's Road  
Dark Stalker  
Metal Jack  
Winning Eleven  
3 x 3 Eyes  
Forever With You  
Phosoma  
Gundam  
4th Super Robot War S  
\* Please call for Sony  
Playstation Converter

(US)  
Tekken  
Twisted Metal  
Wipe Out  
War Hawk  
WWF Arcade  
Madden '96  
Novastorm  
Road Rash  
Space Griffin  
Wing Commander 3  
Agle Warrior  
Hi-Octane  
FIFA 96  
Doom  
Cyber Speed  
Jumping Flash  
Mortal Kombat 3  
3D Lemmings  
11 Hour  
Alone in the Dark  
Disc World  
Legacy of Kain  
Loaded  
Primal Rage  
Revolution X  
Shock Wave Assault  
View Point  
\* and many more ...

## SEGA SATURN

(Import)  
X-Men  
King of Boxing  
Twin Bee Deluxe  
Wing Arms  
Golden Axe  
Layer Section  
Slam Dunk  
Steam Gear Mash  
Super Hang On 95  
Int'l Victory Goal  
F-1 Live Information  
Virtua Cop  
Feda  
Galaxy Fight Universal  
Dragon Ball Z  
Street Fighter 2 Movie  
Super Real Mahjong PV  
Blue Seed  
Riglord Saga  
D's Diner  
Tenchi Muyo  
Greatest 9 Baseball  
Battle Moniter  
Pretty Fighter X  
and many, many more ...

(US)  
Dark Legend  
Mortal Kombat 2  
NBA Jam T.E.  
Rayman  
Viewpoint  
Virtua Fighter 2  
Virtua Racing  
3D Baseball  
Return to Zork  
Revolution X  
Virtua Cop  
Primal Rage  
Sim City 2000  
NHL All Star Hockey  
Blazing Dragons  
Center Ring Boxing  
Impact Racing  
Ghen War  
Solar Eclipse  
The Horde

Saturn Converter  
 \$39  
 w/ purchase

## PC ENGINE

Dragon Ball Z  
Cosmic Fantasy 4  
Fatal Fury Special  
Starring Odyssey 2  
Blood Gear  
Sailor Moon Collection  
Record of Lodoss War 2  
Y's 4  
Vastiel 2  
Arcade Card  
Strider  
Xak 3  
Advanced V.G.  
Flash Hiders  
Super Big Brother 2  
Stip Fighter 2  
Neo-Nectars  
Princess Maker 2

Sister  
Kabuki  
Legend of Xanadu 2  
Guilliver Boy  
Loupa 2  
Ranma 1/2 (#3)  
Dracula X  
Dragon Knight & Graffiti

**SPECIAL**  
L-Ds \$20  
Drop Off \$10  
Fatal Fury ACD \$40  
Art of Fighting ACD \$40  
Princess Maker SCD \$40  
Kabuku ACD \$40  
Fray SCD \$25  
Space Invader \$59

## GENESIS / 32X

Genesis  
Earthworm Jim 2  
FIFA '96  
Light Crusader  
NBA Live '96  
WWF Arcade  
TNN Base 96  
Vector Man

32X  
Blackthorn  
FIFA '96  
Primal Rage  
Virtual Fighter  
Alone in the Dark (CD)  
Power Rangers (CD)  
Golf (CD)  
Wirehead (CD)  
and many more ...

## NEO GEO CD

King of Fighter '95  
Kabuki Clash  
Samurai Showdown 2  
World Heroes Perfect  
Savage Reign  
Fatal Fury 3  
Double Dragon  
Crossed Swords 2  
Puzzle Bubble  
Galaxy Fight  
Super Side Kicks 3  
Sengoku 2

World Hero 2 Jet  
Ninja Commando  
Streep Hoop  
and many more ...

**SPECIALS:**  
Art of Fighting 2 \$59  
Romancing Saga 3 \$59  
A.D.K. \$49  
View Point \$59  
Mutation Nations \$49  
Baseball 2020 \$49

## NEO GEO

New-Geo Gold System with  
FREE GAME \$499 (selected)

Puzzle Bubble  
Double Dragon  
S. Sidekicks 3  
Fatal Fury 3  
Zed Blade  
Galaxy Fight  
Samurai Showdown 2  
Savage Reign

Kabuki Clash  
World Heroes Perfect  
King of Fighter 95  
Streep Hoop  
Aero Fighter 2  
World Hero 2 Jet  
\* Call for used games  
\$50 or under \*

## MEGADRIVE

Alien Soldier  
Yu Yu Hakusho  
Dragon Ball Z

Sailor Moon  
Lunar 2 (CD)  
Rockman World

## SUPER FAMICOM

Dragon Ball Z (#5)  
Secret of Mana 3  
Tactics Ogre  
Romancing Saga 3  
Super Big Brother  
Sailor Moon RPG  
S. Fire Prowling Sp

Super Bomberman 3  
Super Bombliss  
Ranma 1/2 The Puzzle  
TV Anime Slum Dunk SD  
The Great Battle V  
Captain Tsubasa J  
Lady Stalker  
Perfect Eleven 2

**SPECIAL OF THE MONTH:**  
Ranma 1/2 S. Btle \$59  
Dragon Ball Z #4 \$69  
Dragon Ball Z #2 \$59  
Dragon Ball Z #3 \$59  
World Heroes \$29

## SNES

Breath of Fire 2  
Earthworm Jim 2  
Megaman X 3  
PTO 2

Donkey Kong Cntry 2  
Final Fight 3  
Civilization  
Secret of Evermore

## C.O.D. & Credit Card OK

Please write for your  
latest catalog!!

Lowest Prices  
Latest Releases  
Huge Selections

Check with us before you call anyone else!  
**DEALERS & WHOLESALE WELCOME**  
TEL: (818) 281-9282 FAX: (818) 458-6845

For Mail Order or Wholesale CALL (818) 281-9282 or FAX (818) 458-6845 710-I.W. Las Tunas San Gabriel, California 91776

**JAPAN VIDEO GAMES**

**GAME ★ STAR**

Visit



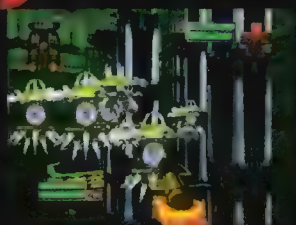
Exotic



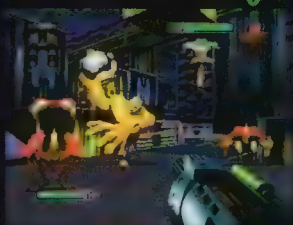
Land



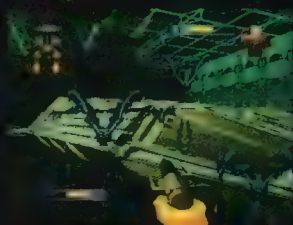
Meet



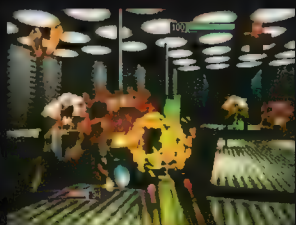
Extraordinary



Creatures



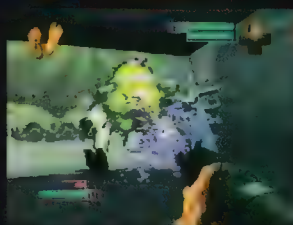
AND



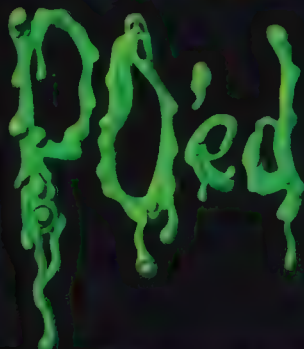
KILL



THEM!



GET



3D action  
that kicks some  
serious butt!



Supports **FLIGHTSTICK PRO** by CH Products. Check our butts at <http://www.anychannel.com>

3DO and the 3DO logo are trademarks of The 3DO Company. Any Channel, the Any Channel logo, PO'ed, and the PO'ed logo are trademarks of AnyChannel Inc. All other trademarks or registered trademarks are the properties of their respective owners. PO'ed: ©1995 Any Channel Inc. All rights reserved.



# Gaming Without **Interact** Is Like Cordless Bungee

That's just what'll happen during the most intense moments of your game if you don't have the proper equipment. Interact accessories are your life-blood through the most extreme video game realms. With the appropriate Interact equipment for Genesis ~ SNES ~ 3DO ~ Saturn ~ PlayStation ~ Game Boy ~ Game Gear ~ and IBM PC, the biggest challenge you'll face is deciding which peripheral to use. Hey, choices are good — so check 'em out and see what suits your style...



And, no, we don't recommend trying this at home.

# Accessories Jumping!

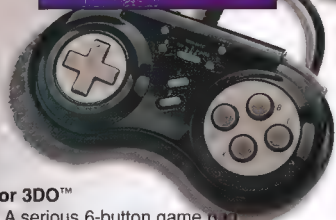


**Eclipse Pad**

## **Eclipse Pad for Sega Saturn™**

The only Saturn control pad with programmable synchro-fire and other lethal features.

**ProPad for 3DO**



## **ProPad for 3DO™**

Finally — A serious 6-button game pad for those hot 3DO fighting games.



**Handy Pak**

## **Handy Pak for the Game Boy®**

The original all-in-one accessory for your Game Boy gives you better sound, better vision and better control. Better get one!



**PS ProPad**

## **PS ProPad for the Sony PlayStation™**

Contoured hand grips, and cool options like the LED screen make this the ultimate controller for Sony PlayStation.



**Eclipse Stick**

## **Eclipse Stick for Sega Saturn™**

This sleek arcade stick for Saturn is loaded with powerful upgrade functions.



**SN ProPad**

## **SN ProPad for the Super NES®**

The original clear SNES pad, jam-packed with features.

Look for these other InterAct accessories: PS Arcade for PlayStation ~ Arcade Pro for Genesis & SNES ~ SG ProPad 6 for Genesis ~ SN & SG ProgramPads for SNES & Genesis ~ Handy Gear for Game Gear ~ Handy Car Plug for Game Boy & Game Gear ~ PC ProPad 4 for IBM PC.

## **Interact Accessories, Inc.**

10945 McCormick Rd. • Hunt Valley, MD 21031 • 410-785-5661

© 1995 Interact Accessories, Inc. ALL RIGHTS RESERVED.



Nintendo and Game Boy are registered trademarks of Nintendo of America. Sega, Sega Game Gear and Sega Saturn are registered trademarks of Sega Enterprises, Ltd. 3DO is a trademark of the 3DO Company. Sony PlayStation is a trademark of Sony Computer Entertainment Co. IBM is a registered trademark of International Business Machines, Inc.

WILL  
YOU  
TAKE UP  
THIS  
SWORD?

# BREATH OF FIRE II

WILL YOU LEAD  
THE ADVENTURE?  
WILL YOU EXCAVATE  
ENDLESS TREASURE?  
WILL YOU SET FREE  
THE DRAGON?



You are the last member of the Dragon clan, fighting a growing evil. In Breath of Fire II, you will find more magic, more allies, more enemies, more of everything than even the best-selling original. You can combine your powers, town building, shopping and fishing. And hour after hour of adventure. This is 24 scorching days of magic that magic can be deadly.

**CAPCOM**

Capcom's Hot Line (touch tone phone required) 1-800-834-3583. \$79.99 per copy. The suggested retail price is \$79.99. See your local video counselor. Must be 18 years or older, or have parental permission. Game is available in PAL, NTSC and Japanese versions.



© 1997 CAPCOM CO., LTD. ALL RIGHTS RESERVED.

# VISIONS

A QUICK LOOK AT THE  
MINDSCAPE LINE-UP!



presents

## Angel Devoid

Face of the Enemy

ALL-NEW  
GAME  
PREVIEWS  
INSIDE!

IN-DEPTH LOOKS AT THE BEST  
MINDSCAPE GAMES COMING SOON!



Warhammer®:  
Shadow of  
the Horned Rat™

The war against Chaos continues!



The Raven  
Project™

Save the world from invasion!



Aliens®

Live through the  
comic book adventure!

# PSX QUICK-TAKE GUIDE INSIDE

WHAT TO PLAY ON YOUR PLAYSTATION!

# CONTENTS

ANGEL DEVOID™ 4  
FACE OF THE ENEMY

WARHAMMER® 6  
SHADOW OF THE HORNED RAT™

THE RAVEN PROJECT™ 8

ALIENS™ 10

CHESSMASTER® 5000 12

POOL CHAMPION™ 13

PC PREVIEWS 14

SPECIAL FEATURE

PlayStation™ Previews  
- Page 17



CONSUMER SALES:

(800) 234-3088

SPECIAL FEATURE

Jay Leno vs. Al Unser, Jr. at Windows®95 Launch!  
- Page 03

SPECIAL FEATURE

Mindscape Supports  
Windows®95! - Page 16



MINDSCAPE®

Mindscape is a registered trademark and its logo is a trademark of Mindscape, Inc. All Rights Reserved. IBM is a registered trademark of International Business Machines Corporation. Microsoft and Windows are the trademarks and registered trademarks of their respective holders. Sony and PlayStation are trademarks of Sony Computer Entertainment, Inc. All rights reserved. Unauthorized distribution is a violation of applicable laws.



# AL UNSER, JR. ARCADE RACING™

## GET READY FOR THE RIDE OF YOUR LIFE!

You're in for  
the white-  
knuckle  
ride of your  
life in Al  
Unser, Jr.  
Arcade  
Racing on  
CD-ROM.



In creating a top-notch racing game for Windows®95, Mindscape found the best. Al Unser, Jr., that is. For almost twenty years this high-profile driver has seen one success after another, and now everyone can feel the same exhilaration of real Indy car racing.

Boasting three modes of play, Championship, Timed, and Practice.

Al Unser, Jr. Arcade Racing lets you hone your skills before you take on the competition. In Championship Mode, you are pitted against all the other competitors on the Indy Circuit (a total of 15 courses!) across an entire season's championship.

Timed Mode is great for learning how to pull out all the stops in a race! Given only a limited time to complete a course, you will quickly see if you have what it takes to win a race. Or stay in the pits.

Practice Mode is where you get familiar with your car and how it responds on the various courses you will have to complete on your rise to the top. Feel the need for speed?

Al Unser, Jr. Arcade Racing is available on PC and Mac CD-ROM



Race in three turbo-powered modes for a variety of fun.



Test your skills on 15 of the toughest courses ever created.



Challenge your wits against 10 other tough indy-style racers.

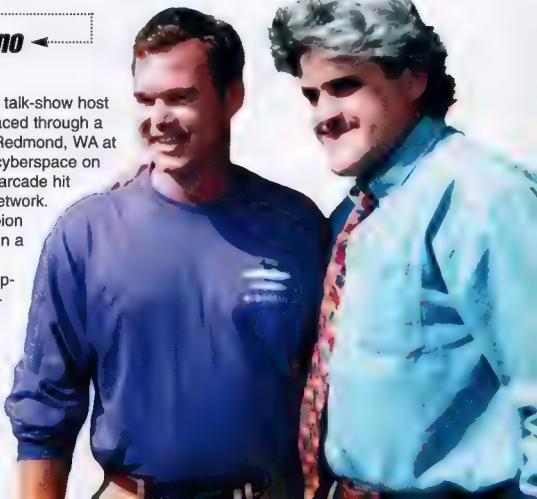
## Al Unser, Jr. Outmaneuvers Jay Leno at Windows® 95 Launch Event

Two-time Indy 500™ winner Al Unser, Jr. and comedian and talk-show host Jay Leno reached speeds in excess of 200 mph as they raced through a soccer field crowded with excited on-lookers in suburban Redmond, WA at the Windows® 95 launch. The event took place entirely in cyberspace on two identical computer systems running Mindscape's new arcade hit Al Unser, Jr. Arcade Racing linked together over a small network.

In the end, the racing champion overtook the talk-show host in a three lap exhibition. "I really love this game because it captures the feel of Indy car racing," said Al Unser, Jr. "It takes practice and nerve to play the game well, just like actual racing." Leno was not available for comment.



Al and Jay lay tracks at the Windows® 95 launch event.





# ANGEL

***What if you awoke with  
someone else's identity?***

**F**ast on the trail of criminal Angel Devoid™, a bizarre accident leaves you with the face of the very man you pursue. No longer the hunter, you are now the hunted. Your only choice: infiltrate Neo City, a dark Cybergothic world where death strikes from every shadow. A myriad of unpredictable characters await you. Are they friends or foes? Only the real Angel Devoid would know. Survival will hinge on your wits and reflexes. Can you stay alive long enough to solve the mystery of your own true identity? A bit of advice:

**trust no one.**

## **What's Cool?**

Angel Devoid is the first true "interactive movie" to be played entirely from the first person perspective. Its non-linear, scalable gameplay allows for a very repeatable virtual gaming experi-



# DEVROID

FACE OF THE ENEMY

***What if that person was  
your arch enemy?***

## tech spex

- PC CD-ROM
- Mac CD-ROM
- Fall '95
- Free Facial

ence. Here's a sampler of the things you can expect to face in Angel Devoid: Number one, don't expect to live on your first time out. Death is the number one way to die. You heard me, DEATH! In fact, Mindscape has come up with 30 creative ways for you to meet your demise, so keep dreamin' if you think

this game will be easy. Also expect a lot of interacting. Angel Devoid is composed of over 3 1/2 hours of top quality movie footage, so make your popcorn way in advance. Don't sit on your laurels, though, because you'll need reflexes and timing to go along with your superior intelligence. Go figure.

### Who Is Angel Devoid, Really?

A former Chief of Police in Paradise City and commander of the Death Seven Company, Angel Devoid was implicated in a police brutality scandal that resulted in his resignation from the force. Shortly afterwards at a press conference, Devoid killed then Mayor Waterford, and fled to the warrens of Neo City. It is rumored that his ties to the underworld are many, and that crime bosses throughout the city put bounties on his head.

### Side Note:

Something of an enigma, Devoid frequently is reported to appear at different places simultaneously, and his age seems to vary in each encounter.

"We wanted the player to star in his own action movie."

Milt Bland,  
Associate Producer

## Milt Bland



**Name:** Milt Bland

**Position:** Associate Producer

**Favorite Food:** Steak & potatoes

**Hometown:** Petaluma, CA

**Angel Devoid insight:** Angel Devoid™ is a dark, dark game, but it doesn't push the boundaries of taste. Sure, it's earned its Mature, 17+ rating, but what do you expect from movie-style death sequences (read: over 30 gory ways to die). We wanted the player to star in his own action movie. Your actions dictate the outcome with three different endings.

# WARHAMMER

## SHADOW OF THE HORNED RAT™

### RAISE YOUR AXE AGAINST CHAOS

With blood-curdling shrieks of terror, dozens of the green-skinned demons known as Orcs descend from their mountain lair into the valley below. Their force is awesome as they overwhelm the timid peasants and set fire to homes and buildings. Suddenly, amidst the horror, a wave of hope arises among the villages. Charging from the east are the Grudgebringers—a valiant force of mounted warriors, their leader's armor shining radiantly in the brilliant morning sun. The Orcs brace for the ensuing battle.

#### The Setting

*Warhammer: Shadow of the Horned Rat* brings to life the long awaited fantasy world of Warhammer, the best-selling series of miniatures battles produced in the United Kingdom by Games Workshop. With awesome battles and good old-fashioned game design, this stunning translation to the computer screen somehow manages to remain faithful to the original board game while taking full advantage of the capabilities offered by state-of-the-art technology.

You're cast in the role of Morgan Bernhardt, an intrepid adventurer and mercenary commander. A warrior-for-hire by trade, you're sought after for the most challenging missions in the province-border patrols, ambush and capture, search and rescue. At your command are only the most skilled and loyal armies the Empire's gold can hire—and gold it will take to fuel your sword arm.

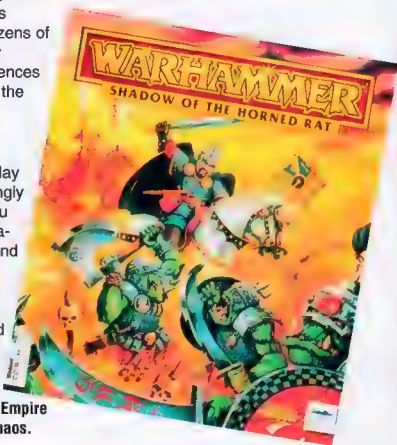
*Warhammer: Shadow of the Horned Rat* weaves an intricate plot of deceit and treachery, honor and valor, action and intrigue, as you become caught up in a momentous quest to protect the Empire against the forces of chaos. You'll encounter extraordinary creatures, from the rat-like Skaven to the ferocious Goblins, during your journeys. Dozens of beautifully-detailed animated story sequences will show the consequences of your actions and their effect on the unfolding story.

#### The Action

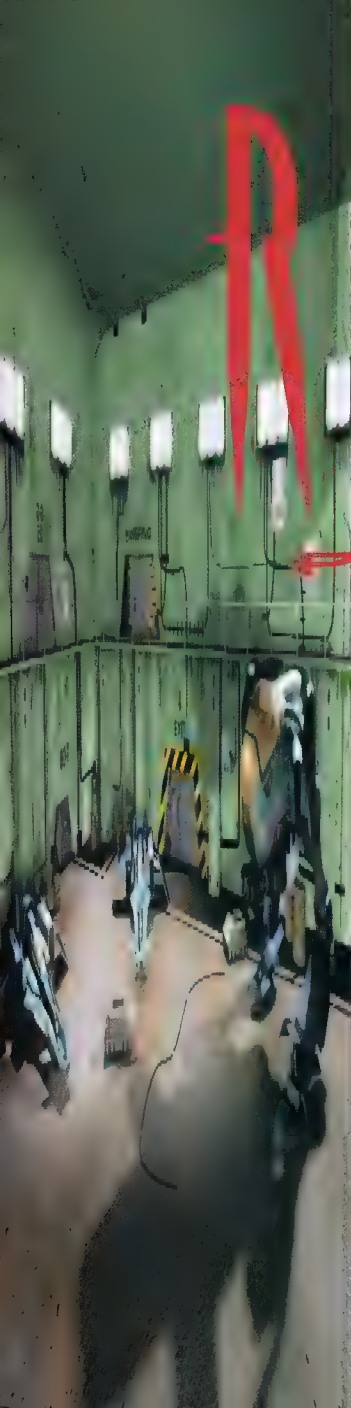
Real-time arcade-style battles play out in a richly detailed and hauntingly realistic 3D environment giving you the freedom to analyze battle situations, administer orders to units, and view events as they happen. The world view, composed of 360° rotating, scrolling landscapes created with cutting-edge shaded and textured polygons, lets you locate your troops anywhere on the battlefield and give them their

Once again you are called forth by the Empire  
to do battle with the evil forces of Chaos.

ADVERTISEMENT







# THE RAVEN PROJECT

## A HIGH-SPEED ALIEN DEATH RIDE

When the alien Armids invaded Earth, no one thought they would conquer us so easily. The massive military of Earth was no match for the sheer destructive firepower at the disposal of the Armids. Earth was no longer a free world.

In the midst of the destruction, a rebel force has formed to combat the Armid and save mankind from extinction. Using strike and fade tactics, the rebels (you) have managed to stay alive long enough to come up with some real hot strategies. This rebel force is all mankind has left, and you just signed up for the long haul aboard the Raven!

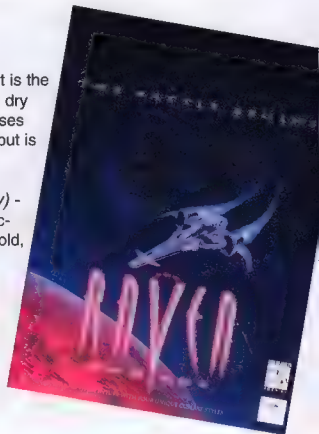
## The Raven Cast

### Aboard the Raven

**Admiral Seymour Grant** - In his fifties, Grant is the rebel commander. He's a reserved man with a dry wit who inspires quiet confidence. He rarely loses his temper. Grant listens carefully to opinions but is very much his own man. His presence, while remote, is benevolent.

**Captain Sandor Adamak (ex-Isaac Torpov)** - The Raven's Executive Officer and Grant's second in command. 40 years old, Adamak is a cold, reserved character, though respected. He's a crewcut, stiff-backed military officer with an unbending sense of duty and discipline. He puts the "big picture" ahead of any personal preferences, which leads him to advise courses of action which may seem heartless.

**The Raven Project** is a hot action title that will be available on PC CD-ROM for the holidays.





Yes, this is you, a fearless pilot stationed aboard the Raven. There's nothing like stylin' while you fly!



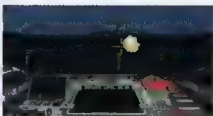
How's this for action? Strap up in a combat suit and fight the Armids in hand-to-hand combat for the Earth!



The cut scenes are like seeing a futuristic movie unfold.



No gridiron traffic today. Just Armids to blow away.



That gunship doesn't stand a chance against your firepower.

**Danny Cutter (ex- Scott Jensen)** - aka "Ax Man." The hero. 27 years old. Cutter is a Lt. Commander. He used to be something of a hothead, willing to go up against authority when necessary. He is now resigned to the principle that since you can't beat them, you might as well join them. This approach doesn't bring much satisfaction, however; Danny is restless and can be a sorehead. His fundamentally free-spirit nature makes him unsuited for military life; he has stayed with the military because his family has traditionally been in the armed services.



When you're done gawking at this fine piece of gunnery, take it up and blast some Armids!

## Battle for Freedom!

This war takes place on Earth and in space where you must control gunships, mech suits, and generally dictate the path the Raven crew take to win. Without your guidance, the war is lost, so don't screw up! You will be greeted by several military personnel and civilians who all have a key role in the overthrowing of the Armid invaders. Pay close attention when someone speaks in this game to gather vital intelligence and gain the upper hand in your battles. The Briefer Droids will hand you your current assignments and may give you tips on how best to handle certain situations. Be wary of your surroundings too, because in The Raven Project, you control your destiny and never follow a predetermined path. This is one of the reasons the game is so unique. You never know if a non-player character will reveal a vital clue.

Cruisin'  
through the  
Golden Gate  
Bridge over  
San  
Francisco  
has never  
been so  
cool.

## Jim Fisher



**Name:** Jim Fisher  
**Position:** Sr. VP, Mindscape  
**Favorite Food:** Teriyaki Beef  
**Hometown:** Chicago, IL  
**Raven Project Insights:** Fly fast, fly low and shoot often. Cruisin' through the Golden

Gate Bridge over San Francisco has never been so cool. I don't know which art I like better; the ships you fly or the aliens you shoot. The missions are tough but you don't have to worry about

being a flight sim jockey. Strap yourself in and blast away.

# ALIENS

## *A Comic Book Adventure*

**R**arely does a genre create as much hoopla as the Alien series of movies, comic books, and now, computer games. Using mind-bending graphics and intelligent gameplay, Mindscape has their hands on a winner in Aliens for DOS CD-ROM and coming soon to Mac CD-ROM. Capitalizing on the success of the comic book series of Dark Horse fame, this comic book adventure is not your typical bloody, fast-paced action yawner. In the tradition of great adventure titles, Aliens is a throwback to the days when you had to think to survive. This is truly an interactive experience you'll have to see to believe. What are we talking about? Read on and see.

"This is a really deep point-and-click adventure."

Nicolas Choukroun,  
Head Programmer

Playing Aliens is more like living a comic book than trudging through a lame game that forces you to gather and use items at specific intervals. Since you can't take every item you

come across right away, you must remember where you find everything. In case a situation arises that requires the use of an item you couldn't grab before, backtrack and

you may find it accessible. Or not. You may have to set off a whole series of events just to retrieve one item. Don't rely on pure muscle and reflex to win this game, since there's



## tech spex

- PC CD-ROM
- Mac CD-ROM
- Fall '95
- Death included



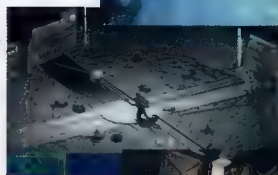
Cabin Spex...  
The USS Sheridan returns from its distant Mission.



quick, she's looking mighty hungry! On to the story behind Aliens:

As a part of a group of Terraformers, a crew whose main job is installing air, water and food generators on uninhabitable planets, you weren't expecting a distress call from Planet B54C. Moving in to investigate, you learn from military intelligence that this is a secret installation and you must rescue Professor Church as quickly as possible. Of course, they won't tell you **WHY** this is a classified base, but that's not the immediate problem. In the first Zone you enter, you will be confronted by a "survivor." Thus, your adventure begins.

Another important part of this adventure is to follow the cinematics (over 40 animated minutes) very carefully looking for clues. Keep notes of everything you find. Of course, there are secrets...



## Kim Carino



**Name:** Kim Carino

**Position:** Director of Marketing, Sports and Entertainment

**Favorite Food:** Food? Who has time to eat?

**Hometown:** SoCal born and raised, but SF's my home now.

**Aliens Insight:** As a marketing person, Aliens provides us with an already established great

character license to work with. The ability to tie-in with terrific partners like Dark Horse Comics and 20th Century Fox makes my job easier — besides having a great game — the 2D comic book characters combined with the fully-rendered 3D environments is an incredibly cool look.

more than one way to complete the game.

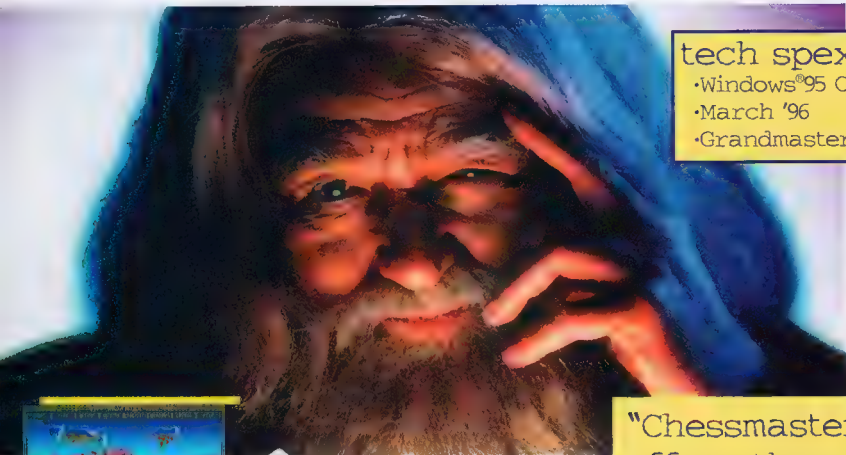
Decisions, decisions! What do you do when faced with the Queen Alien? Better think

Have you ever wondered just how the Grand Masters of chess can excel at such a complex game? Do you need to improve your own chess game? Maybe you just want to play a nice friendly match. Why pay for an expensive chess tutor when Chessmaster® 5000 can do it all? Chessmaster® is the premier chess tool of this day and age. Using a new core technology to enhance gameplay, you will never be at a loss for a challenge. Let's go over a few of the

# THE CHESSMASTER® 5000

## tech spec

- Windows®95 CD-ROM
- March '96
- Grandmaster included



newest features, like the Integrated Chess Database: this database allows players to store their game more efficiently, with easier searching. Chessmaster® 5000 also supports tournaments, Postal Chess, and online games! The New Mentor can advise you as you play, giving you new strategy insights using natural language. Also, you can view the chess from different angles, with different pieces, and naturally different board textures. Probably one of the coolest features is the ability to export and print your board diagram, similar to those found in newspapers! Where's that thinking cap?

"Chessmaster® 5000 offers the average chess player the chance to excel."

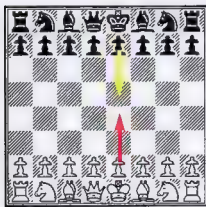
## BlitzKrieg!

"quick war" in German, and that's the truth! This attack is legendary among chess circles as the quickest, most effective way to put a novice out of his

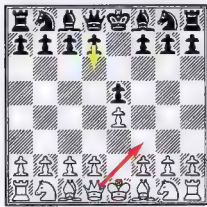
BlitzKrieg means

miser. Utilizing only four moves to reach checkmate, BlitzKrieg is ruthless. Unfortunately, don't try it against an experienced player, for it is very easy to block once you've begun execution. It also leaves your Queen high and dry for

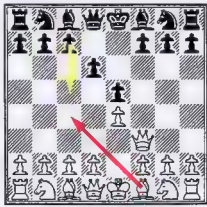
attack, which may waste moves in a hasty retreat. It is, however, an excellent way to begin learning the strengths and weaknesses of individual pieces. Practice the movements below and maybe you'll surprise your friends:



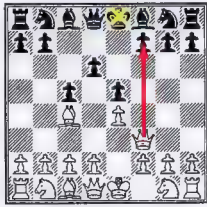
White: K2-K4  
Black: K2-K4



White: Q1-KB2  
Black: Q2-Q3



White: KB1-QB4  
Black: QB2-QB4



White: KB2-KB7  
Black: Checkmate!

# POOL CHAMPION™

Imagine: you are a young billiards sharp-shooter, and it's your 21st birthday. Practicing with your uncle on the basement pool table, you decide you have the talent to make a decent living playing billiards. This is the beginning of a billiards adventure called Pool Champion!

The ingenious aspect of Pool Champion is its range of gameplay. Instead of just picking a type of billiards game and playing it, you get to follow the career of an up-and-coming billiards pro—you! Practice with your uncle in the family basement until you think you can take on the casual players at the local bars. Buy them drinks; maybe they'll miss their next shot. When you tire of that competition, move on to the pool halls where the big boys play for bigger bucks. Afterwards, you can take on the pros in other cities as you go on tour! Tournaments will be your best bet at getting some real dough rolling in. Eventually, you may even save enough money to enter the championship tournament which will gain you the recognition you deserve. Winning the national championship, you will get the chance of a lifetime: a multi-millionaire will be willing to sponsor you in a match against the Caliph of Iran-the-Table. This fun-loving billiards enthusiast is rich, one of the best pool players in the world, and a sore loser. Beat him, and your life will be in the lap of luxury.

Instead of just  
picking a type of  
billiards game and  
playing it, you get  
to follow the career  
of an up-and-  
coming billiards  
pro—you!

## tech specs

- Windows CD-ROM
- Winter '95
- Chalk not included

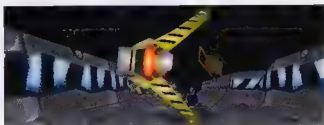


# PC PREVIEWS

SEE IT ALL HERE FIRST • THE LATEST GEAR • THE HOTTEST GAMES • SNEAK PEAKS

S ometime in the near future, everyone is going to throw in the towel on gaming. Why? Because soon "gaming" won't be an appropriate phrase to describe what's coming next. Interactive experience is a far better description for the newest generation of games hitting PC store shelves. With the advances in CD-ROM technology, developers are creating some of the most detailed "games" ever seen. Unparalleled sound. Vibrant, photorealistic color. Cinema intermissions. Broadcast quality animations. This is the future, and it's upon us. So, to whet your appetite, take a look at these upcoming titles from Mindscape! You're sure to agree that if you want to get anywhere in the gaming scene, you had better get some beefed up gear.

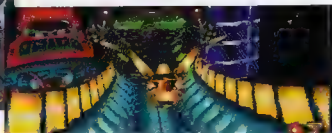
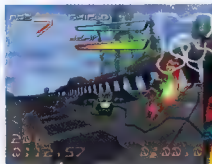
**In this race, nobody wants to come in last place.**



IF YOU WANT  
TO GET  
ANYWHERE IN  
THE GAMING  
SCENE, YOU  
HAD BETTER  
GET SOME  
BEEFED-UP  
GEAR

## CYBERSPEED™

Anything goes as you fiendishly maneuver your airship to outdrive, outshoot, and outrace opponents in this death defying motorsport of tomorrow, as you are televised to billions around the world. Zoom around nine futuristic courses at supersonic speeds. Hear the sound and the fury of race-crazed fans, helping and hindering you through interactive home terminals. Feel the sweat drip down your face as the tension and the G-forces mount. CyberSpeed™ is a lightning-quick, multiplayer experience that takes you to the very edge of technology with the latest texture-mapped polygon graphics and 8-player network links. So while your busy avoiding turbo-powered gunfire and breakneck turns, remember that this is only a game.





## AIR POWER™: BATTLE IN THE SKIES

Prepare to fly by the seat of your pants! Air Power™, the first ever Airship combat game puts you in control of a fleet of gargantuan airborne carriers that can launch and recover 8 different types of 3D aircraft, each with varied capabilities. The Emperor of Karanthia is dead, leaving his country on the brink of a massive civil war. Gigantic airships dominate the sky. There are no safe havens. You are one of the claimants to the throne. And you can seize control, but you'll have to make a choice: gain support through diplomacy, or take charge with military domination. In either case, speed is essential - there are others who want power. Reach for the sky and total supremacy will be yours!

- Breathtaking flight simulation and complex tactical strategy
- 8 stunning fictional aircrafts to master with varied strike capabilities
- Compete against 3 computer controlled opponents
- Characters and weapons spring to life with image-mapped 3d graphics

## WARHAMMER 40,000®: DARK CRUSADERS™

Deep within the Satis Prime system, your Battle Barge begins its orbit around the fourth planet on your mission to discover the disappearance of an Imperial Base. As one of the commanders of the Dark Angel Chapter, you must honor your Chapter and deliver justice with holy fire as dark secrets are to be revealed. Treachery and evil as dark as the Eye of Terror will befall the Empire if you fail! Join the ranks of the Dark Angel Brotherhood and fulfill the Emperor's will. As the Emperor's mailed fist, it is the honor of the chapters to do the Emperor's bidding and defeat the forces of Chaos.

- Over 30 levels of sinister thrills
- Based on the ever popular Games Workshop board games
- Over 40 minutes of full motion video
- Real time 3D rendered graphics



## AZRAEL'S TEAR™

This is a first-person, real-time 3D adventure role playing game, featuring complex interaction with other characters, high-tension combat, and a host of puzzles for you to solve. It is set in a vast underground temple, called Aeternis, peopled by Templar knights, obsessive, desperate ghosts, and mutated dinosaurs all kept alive by the mystic powers of the grail. Take on the role of an adventurous thief equipped with high-technology mapping and sensor gear. Untangle the temple's mysteries, thereby gaining the knowledge and gathering the tools that will take you to the Holy Grail!

- Complex puzzles requiring imaginative engagement with the game.
- Top quality digitised sound effects and player dialogue.
- Over 60 locations modelled in 3D with detailed, realistic textures.

## USS TICONDEROGA

A Ticonderoga class missile cruiser is the central core of the Navy's modern task force fleet - and you're in charge! You're bound to climb through the ranks and get those stars if you impress the top brass with your strategic decision-making. It's as close as you'll get to serving in the Navy - without enlisting! Relentless command strategy and realistic roleplaying elements reflecting current world situations from the middle east to the far east, put you in the heat of the action! And USS Ticonderoga's unique mission strategy system forces you to think fast and make critical command decisions - the missions only get harder!

- Actual US navy specs with real-time decisions
- Explore the world in 3 campaign areas — Asia, The Middle East, and The North Atlantic
- Awesome 3-D graphics and advanced surveillance mechanisms



# Mindscape Announces Significant Development for Windows®95

## Consumer Software Makes Extensive Use of New Technology

Mindscape®, Inc., a leading developer of consumer software, announced a significant program to develop and release software for Microsoft Corporation's Windows®95 operating system this fall. Several of the 10 titles planned for this year, which include action games, role-playing adventures, reference products and children's infotainment, were demonstrated publicly at the launch of Windows®95.

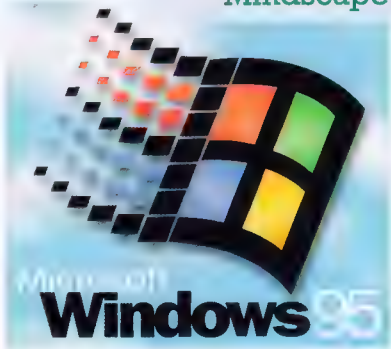
Mindscape also announced the release of its first game for the Windows®95 platform, *Al Unser, Jr. Arcade Racing™* (story on page 16). An early adopter of Windows®95 technology, Mindscape participated in Microsoft Corp.'s Open Process program to help define and shape the Windows®95 Game Development Kit (SDK) and has worked proactively with Microsoft during the past year to prepare titles currently under development.

"Mindscape has made a long-term commitment to the Windows platform," said Bob Lloyd, chairman and chief executive officer of Mindscape, Inc. "Our product, *The San Diego Zoo™ Presents... The Animals!* was the first commercial product to support Video for Windows, and we are proud to be the first to support Windows®95."

"We're excited that Mindscape has taken full advantage of the Game SDK with a number of titles expected for Windows®95, including *Warhammer™: Shadow of the Horned Rat*, *CyberSpeed™*, *Al Unser, Jr. Arcade Racing™*, and *Chessmaster® 5000*," said Brad Silverberg, senior vice president of the Personal Systems Division at Microsoft Corp. "The improved support for high-performance games will make Windows®95 a compelling games platform."

"Mindscape has made a long-term commitment to the Windows platform."

- Bob Lloyd,  
Mindscape CEO



## INTERACTIVE DIGITAL SOFTWARE ASSOCIATION

### Keeping An Eye On What You Buy

Parents can stop fretting over what their kids will be ogling this holiday season. The latest Advertising Code of Conduct, set by the Interactive Digital Software Association, has outlined proper procedures for the display of ratings for all software produced by its members. These ratings vary from Early Childhood to Adults Only, and should be heeded when planning purchases. Here's a description of the various symbols:

#### RP (Rating Pending)

This product is incomplete and too early to be rated properly. Get more info.

#### EC (Early Childhood, 3+)

If your kids like Barney, this may be the way to go. Like a G-rated movie.

#### KA (Kids to Adults, 6+)

This rating is the generic, "anyone-can-play" rating. Like a PG-rated movie.

#### T (Teen, 13+)

I wouldn't let my Jr. High kids play this yet. Like a PG13-rated movie.

#### M (Mature, 17+)

Excessive violence, mild nudity possible. Not for kids. Like a R-rated movie.

#### AO (Adults Only, Restricted to Adults)

Yikes! Definitely NOT for kids or teenagers. Like a NC17-rated movie.



# PSX QUICK-TAKE

YOUR GUIDE TO THE PLAYSTATION™



Warhammer®: Shadow of the Horned Rat™



The Raven Project™

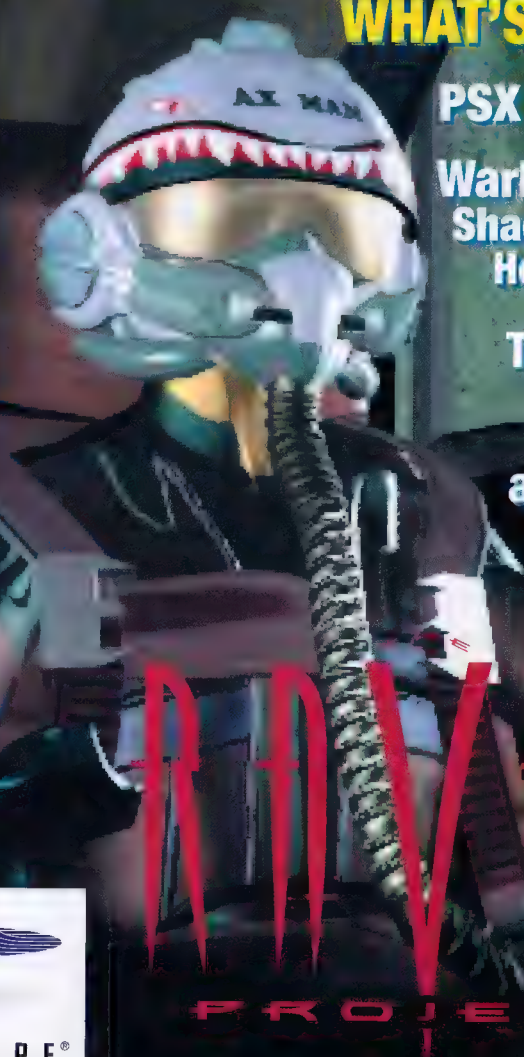
## WHAT'S INSIDE

PSX Previews

Warhammer®:  
Shadow of the  
Horned Rat™

The Raven  
Project™

and More!



PROJECT



MINDSCAPE®

# PSX PREVIEWS

SEE IT ALL HERE FIRST • THE LATEST GEAR • THE HOTTEST GAMES • SNEAK PEAKS



Even with the relative newness of the PlayStation, it is clear that gamers have a lot to look forward to. With that in mind, here's a peek at what Mindscape has in store for you console players. These titles are loaded with the quality that you've come to expect from Mindscape, so put them on your checklist of must-have games! Vast amounts of planning and effort go into each and every

Even with the newness of the PlayStation, it is clear that gamers have a lot to look forward to.

Mindscape title, so it only makes sense to not waste that effort on paltry console game systems and concentrate only on the PC market. Recently, however, the newly emerging 32-bit consoles have made many PC developers sit up and take notice of their capabilities. Mindscape is no exception. With the much-heralded release of the Sony PlayStation console, Mindscape is preparing to unleash many of its top PC hits to the console gaming population. At last, a system has come along with the pure processing power to make the transition as painless as possible.

One of the first titles to make the jump is **CyberSpeed™**. This top-notch racing game pits you against other racers (and sometimes the fans!) in a futuristic race that is being televised around the world. The graphic detail and sheer size of CyberSpeed would be impossible on a lesser system, but the PlayStation handles it beautifully. In fact, screens taken from the PlayStation look identical to those on a high performance PC system.

What does all this hoopla mean to you? Well, if you own a good PC gaming system already, probably nothing, as you already are enjoying Mindscape's top hits. If, however, you really can't stand computers, but greatly enjoy the console gaming world, you won't need to miss out on these cool games either. Nothing is left out, reduced, or other-

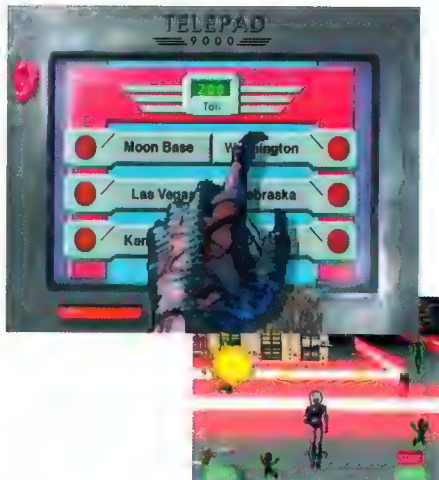
wise crippled by the translation. The choice is yours, fair gamer!

This mini-guide is here to help you get a glimpse of Mindscape's newest ventures into the PlayStation console. You'll learn about **The Raven Project™**, a highly intense action game that takes you deep into a rebel ship trying to defend the Earth against the alien Armid takeover.

Here's insight on **Warhammer®: Shadow of the Horned Rat™**, Mindscape's continuation of the highly successful WarHammer® series of games: Don't let the orcs fool ya, pal. You'll have an even tougher time quelling the forces of Chaos this time in a strange new land!

When your tongue is finally back in your head, check out the the inside scoop on three new hit games, **Steel Harbinger™**, **The Chessmaster®3-D**, and **CyberSpeed™**.





## STEEL HARBINGER™

It is the year 2069. The people of Earth thought things couldn't get much worse, what with all the famine, economic turmoil and violence, but things do. Very much so. Alien Pods rain down through the Earth's atmosphere and bombard the planet's surface. Upon their fiery impact they release a virus that infects all organic life. An unknown entity has sent these pods to Earth to pave the way for an invasion. When the daughter of a scientist become infected by a malfunctioning pod and becomes a hybrid of machinery and humanity, the last team of scientists come up with a plan: send her to infiltrate the alien invaders and use their own technology against them. She is a Harbinger of destruction, but for which side?

- Enhanced, realistic interactive world
- Highly detailed texturized polygon technology
- Fluid, well-designed animation
- Several paths to take toward the ultimate goals
- Movement in all possible directions
- Automap feature to prevent redundant exploration

## ChessMaster® 3-D

Based on the world's best-selling computer chess program, *The Chessmaster 3-D* puts you in complete control of awesome, vivid, 3-D and 2-D chess sets and boards, from every perspective imaginable. Shift your position from above the board to below, from beside it to right on top of it as you play. With the same powerful 32-bit chess engine as Mindscape's world-famous *The Chessmaster 5000* for your PC, this program features a variety of unique sets, real-time rendered pieces, and a stunning, multidimensional playing environment.

- Rendered on-the-fly 3-D, or 2-D war room views
- Monitor every aspect of your game with a unique 3-D background main menu
- Perfect your skills with Chessmaster's teaching options
- Set up a position and have the Chessmaster solve for mate
- See the Chessmaster actually think
- Experience an audio rush through sound effects that accompany every action
- Challenge 12 diverse computer opponents, or a friend



## CYBERSPEED™

Blast into tomorrow's ultimate race! Anything goes as you fiendishly maneuver your airship to outride, outshoot, and outrace opponents in this death defying motorsport of tomorrow, as you are televised to billions around the world. CyberSpeed is a lightning quick, multi-player futuristic game that takes you to the very edge of technology with the latest texture-mapped polygon graphics and 8-player network links. Other racing games that offer similar levels of graphical and physical realism have concentrated on sports such as Indy car and Formula 1 racing. We believe that CyberSpeed offers a substantially unique gameplay experience with the added fantasy element. Because of this high level of realism in graphical and physical terms combined with an extremely intriguing fantasy element, CyberSpeed will achieve a very high acceptance with game players of this genre.

- Eight different airships to choose from
- CD-based techno and metal soundtracks
- Instant replays after every race
- Configurable weapons and propulsion systems

### Consumer Sales:

**(800) 234-3088**

Mindcape is a registered trademark and its logo is a trademark of Mindcape, Inc. All Rights Reserved. 3D is a registered trademark of International Business Machines Corp. All other product and brand names are the trademark and registered trademarks of their respective holders. Sony PlayStation is a trademark of Sony Computer Entertainment, Inc. All rights reserved. Unauthorized duplication is a violation of applicable laws.

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC  
AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A

# SWARM OF SUPERSONIC YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN  
I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND  
POP IT BACK INTO MY PLAYSTATION®.



Oh, the things people do to gain an advantage in CyberSpeed. But hey, you can't blame them. With eight  
airships, nine futuristic courses and eight-player network capability, plus the latest  
texture-mapped graphics, it's enough to make any head spin. Even a shaved one.



© 1999 Mindscape, Inc. CyberSpeed is a registered trademark. All Rights and CyberSpeed are trademarks of Mindscape, Inc. All Rights Reserved. Sony PlayStation is a trademark of Sony Computer Entertainment Inc. All Rights Reserved.



# 3DO

# WE GOT IT. THEY DON'T.

**VISIT OUR HOME PAGE ON THE WEB!**

<http://www.3do.com>



The 3DO Company is proud to invite you to visit our official World Wide Web site. Please hop over to [www.3do.com](http://www.3do.com) and check out the latest information on software, peripherals, hardware, 3DO merchandise, and more. This official 3DO web site includes background information on The 3DO Company, our recent press releases, a handy list of 3DO retailers, regular updates on Studio 3DO products, and the latest information on MZ technology.

If you have any suggestions, materials to add, or advice, please send us email at [info@3do.com](mailto:info@3do.com). We appreciate your support.

## BUTTON ICONS AND WHAT THEY MEAN



**HOME PAGE**  
Returns you to The Official 3DO Home Page



**STUDIO 3DO**  
What's new and hot from Studio 3DO



**HARDWARE**  
All manner of wisdom about 3DO hardware



**SOFTWARE**  
The skins on the fat library of 3DO software



**THE COMPANY**  
The straight story about The 3DO Company



**3DO DIRECT**  
Your connection to purchase 3DO merchandise

## GAMEGUN™

*American Laser Games*

The GAMEGUN brings the authentic arcade experience right into your home, interfacing with the newest shooting adventure games. Don't just sit there and push buttons—put yourself right in the action. Take aim and fire!



## FZ-10 3DO™ Interactive Multiplayer™ System

*Panasonic Company*

Just as you would expect from the name, Panasonic, this 3DO system offers high quality and everything you need to enjoy the amazing world of 3DO interactivity to its fullest.

Enjoy the sleek, new compact design of this second generation model.



## 3DO™ Controller

*Panasonic Company*

This new control pad features seven buttons and an eight-way directional pad. It also comes with a built-in extension port.



## Goldstar 3DO™ Interactive Multiplayer™ System

*Goldstar USA Inc.*

Just open the box and you're ready for the whole world of 3DO excitement, from the most sophisticated games, simulations and interactive movies to educational and instructional titles.

## 3DO™ Controller

*Goldstar USA Inc.*

This new control pad features a seven button configuration (five buttons plus Play/Pause) and an eight-way cloverleaf directional pad. It also comes with a built-in extension port, headphone jack and independent volume control.

## Flightstick Pro™

*CH Products*

Now you can activate radar, arm and disarm your weapons and view about your aircraft without ever removing your hand from the stick. Designed by an expert pilot and airplane builder, it feels like the real thing.





# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,  
please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything  
available from the publishers themselves.

If you come across anyone selling releases from  
this site, please do not support them and do let us know.

Thank you!

